



# PIXAR CHARACTER ENCYCLOPEDIA

UPDATED AND EXPANDED





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UPDATED AND EXPANDED

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# About this eBook

**Due to the complex integration of images and text, this DK eBook has been formatted to retain the design of the print edition. As a result, all elements are fixed in place, but can easily be enlarged by using the pinch-to-zoom function.**

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This encyclopedia features more than 300 of Pixar's best-loved characters, from road trip fan Mater and Remy the rodent, to brave Buzz Lightyear and curious sea monster Luca—plus many more.

Use the borders at the side of each page to search for your favorite movie or TV show, or look below to find the character you're hunting for!

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# WOODY

HOWDY! SHERIFF WOODY is a rootin', tootin' cowboy doll who is smart, funny, and kind. For years, Woody is the leader of the toys in Andy's bedroom, but when he is donated to Bonnie he becomes part of a larger, blended gang. Woody doesn't quite have the same role he used to, but he is determined to be there for Bonnie, just as he was for Andy.



A close-up shot from Toy Story showing Buzz Lightyear on the left, looking up at Woody. Woody is on the right, wearing his signature yellow plaid shirt with a black star and a red bandana. They are standing in front of a wooden wall.

## Best buddies

Woody is Andy's favorite toy until Buzz Lightyear shows up. At first, Woody is deeply suspicious of the space ranger, but the two toys eventually become the best of friends and Andy loves them both.

## Top toy

Woody was once a famous toy, and the star of the black and white TV show *Woody's Roundup*. Nowadays, he is a valuable collector's item, but Woody knows that the most important thing for any toy is to be loved by a kid.



# Did You Know?

When Bonnie becomes Woody's kid, she paints her name on the sole of his boot, covering up Andy's name.

## Time for a change

With Andy all grown up, the toys panic about what might happen to them. Woody is sure that Andy will look after them, but when the toys are accidentally put out with the trash, no one believes him.

badge

“What matters is  
we’re here for  
Andy when he  
needs us.”

### Rodeo-themed belt buckle



## New gang

Woody always saves the day! He has the perfect solution to the gang's problem, and works out a way to get Andy to donate them to a loving girl named Bonnie. Now the gang has a new home and toys to hang out with. Sheriff Woody's next task? To find Bonnie's newest toy Forky.

# BUZZ LIGHTYEAR

THIS SPACE RANGER comes in peace. Buzz is quite simply the coolest toy in the universe! With his best pal Woody by his side, brave Buzz can take on anything, from nasty neighbors to creepy collectors

and even a surprise change of kid. This high-tech toy is also a whiz with gadgets and a natural problem solver.



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## Facing the truth

When Buzz first arrives, he thinks he's a real space ranger. Woody tries to tell him that he's a toy, but Buzz doesn't believe him—until he sees a Buzz Lightyear commercial. The truth hits Buzz hard.

**"This isn't flying, it's falling with style!"**

## El Buzzo

When Buzz is accidentally reset from demo mode to Spanish mode, his personality changes dramatically. He becomes romantic, poetic, and loves to dance! Jessie kind of likes the new Buzz!



## Above and beyond

Buzz would go to infinity and beyond for his pals—he's just that kind of toy. However, two toys hold an extra-special place in the space ranger's heart—his pal Woody and the feisty, red-haired cowgirl Jessie.

## Did You Know?

When Woody goes missing while looking for Forky, Bonnie's lost toy, Buzz launches a bold rescue attempt. To the carnival—and possibly beyond!



# HAMM

TOY STORY 4  
TOY STORY 3  
TOY STORY 2

ANDY'S PIGGY BANK Hamm is much more than just a cute way of storing loose change. The clever swine is always the first to know what's happening in the outside world. While the other toys rush headlong into adventures, sensible Hamm can usually be seen with his snout in an instruction manual.



## Pig pals

Hamm is good friends with Mr. Potato Head. The cynical pair share a love of wisecracks, playing poker, and expecting the worst in every situation. At Bonnie's house, Hamm finds a new pal in Buttercup. Finally, he has a buddy as brainy as himself!

## Child's play

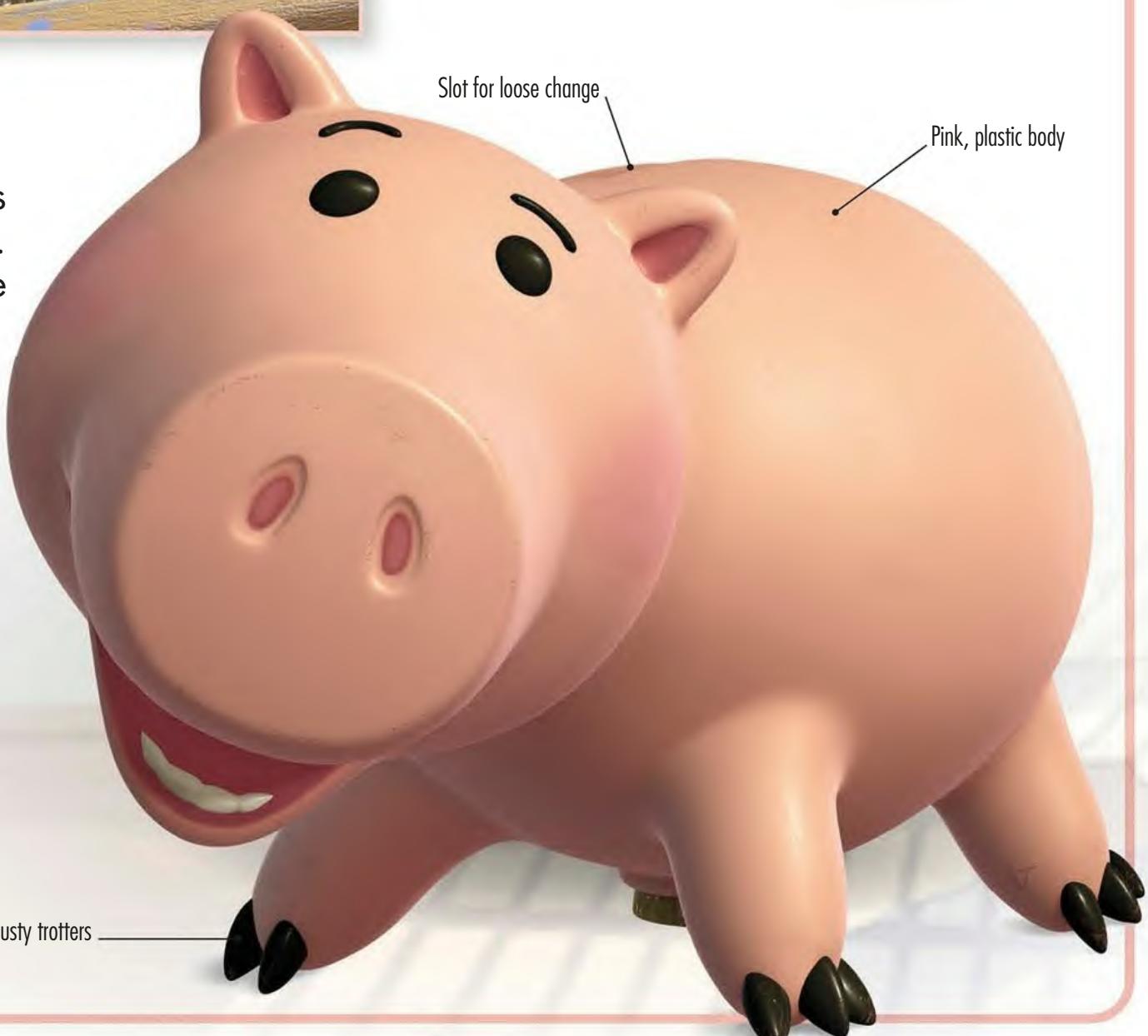
Hamm is used to role playing, but the kids at Sunnyside Daycare are too much for the put-upon pig. Being dunked in glue and covered with glitter and macaroni is just not a good look for him!



## Dr. Porkchop

In Andy's games, Hamm plays the evil Dr. Porkchop, but his wicked plans are always foiled by Andy's heroes—Woody and Buzz.

**“You heard of Kung Fu? Well, get ready for pork chop!”**



# SLINKY

SLINKY DOG IS a toy's best friend, and the coiled canine will go to any lengths to help his pals, especially Sheriff Woody. When he's not on dog duty, Slinky likes to relax by playing checkers with Woody. However, sometimes his loyalties can be as flexible as his body.



## Streeeeeetch

Slinky's body comes in very handy. He is springier than a ladder and stretchier than a rope. He even makes a great fence!



## Divided loyalties

When Buzz arrives, Slinky is impressed by his gadgets. He forgets all about Sheriff Woody for a while.

**“I knew you were right all along, Woody.”**

Springy tail

## Faithful friend

Slinky is a simple, straightforward kind of hound, so when he sees Woody "injure" Buzz, he turns against his cowboy chum. However, he soon realizes the truth and doesn't hesitate to spring into action and save Woody.

Extendable body



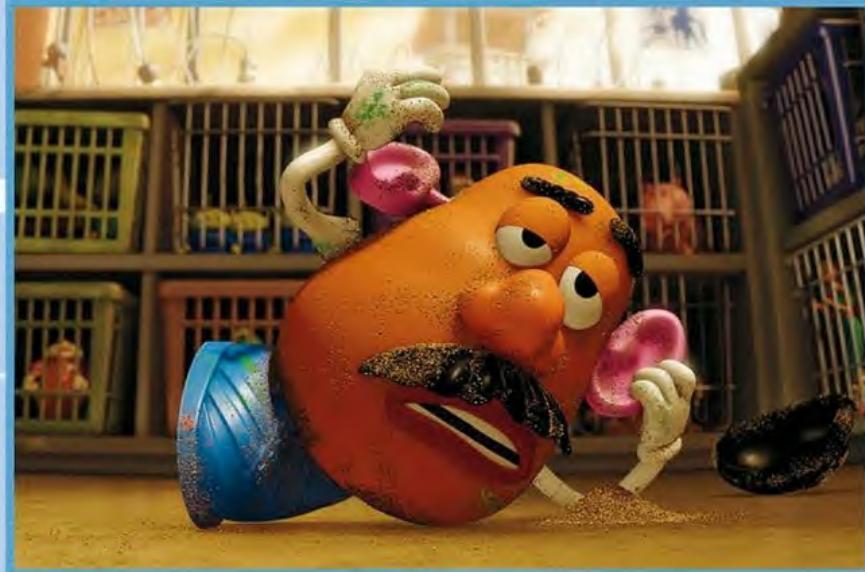
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# MR. POTATO HEAD

TOY STORY 4  
TOY STORY 3  
TOY STORY 2  
TOY STORY

THIS STRAIGHT-TALKING spud is one of the funniest toys in Andy's room. He has a smart mouth (when it's not falling off) and a hard-boiled personality. However, underneath Mr. Potato Head's grumpy exterior is a sensitive guy who just needs the love of a good potato woman.



## Ages 3 and up!

Mr. P. H. has always been sensitive about who plays with him. After a toddler play session at Sunnyside Daycare, he feels completely mashed.

## Versatile veggie

Thanks to his detachable body parts, Mr. Potato Head can convey a range of emotions. He also loves to amuse his fellow toys with his clever impressions, such as Potato Picasso.

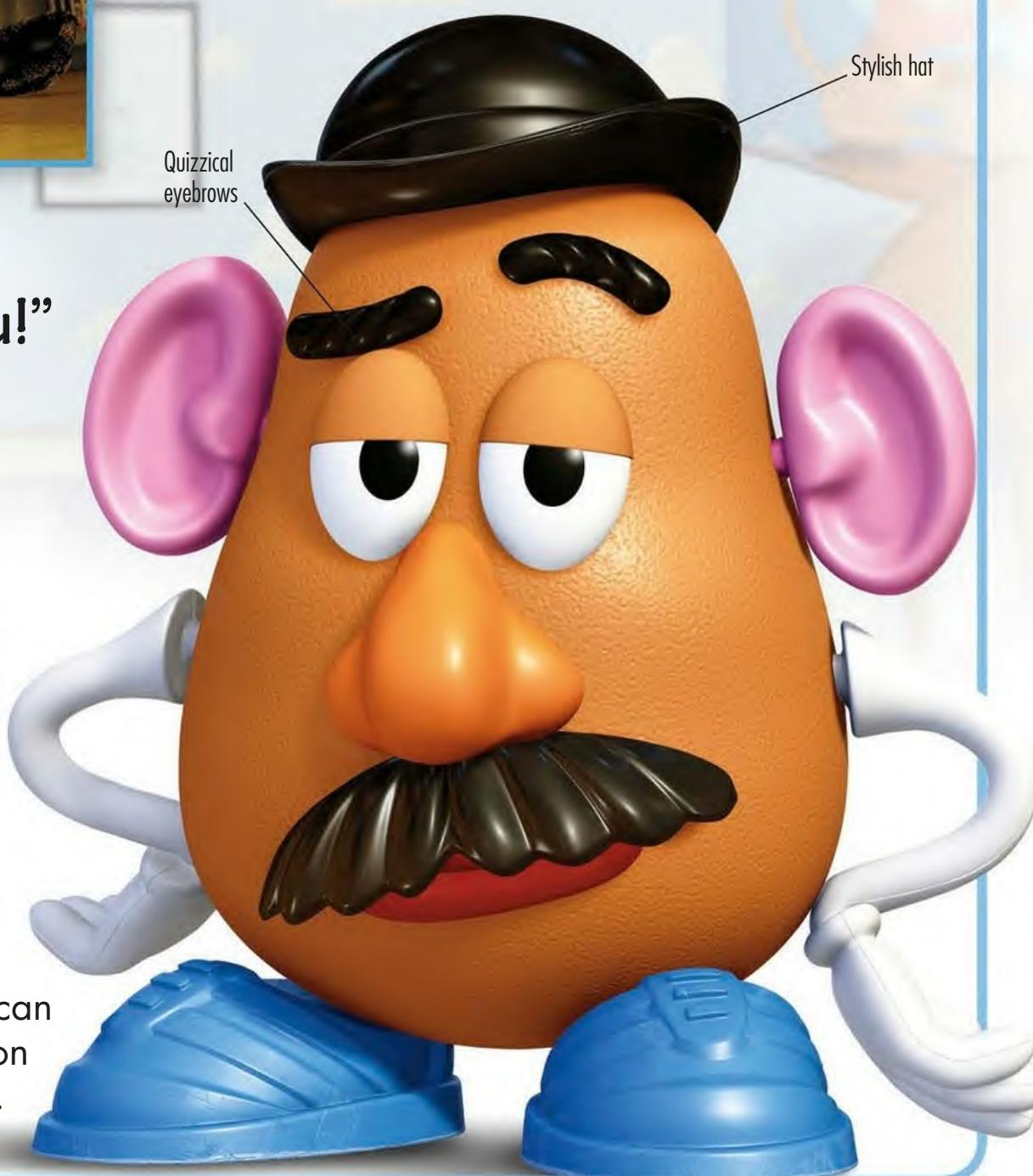
“That's Mister Potato Head to you!”

## Did You Know?

Mr. Potato Head likes to relax by playing poker with his pal, Hamm. Of course, he is a very bad loser!

## Tempestuous tater

In Andy's games, Mr. Potato Head plays the tough bad guy, One-Eyed Bart, but it's not all an act. He has a quick temper and can often jump to the wrong conclusion about his fellow toys.



# MRS. POTATO HEAD

THIS ROMANTIC ROOT vegetable is devoted to her husband. In her (detachable) eyes, he is the perfect potato and just needs to be looked after. However, Mrs. Potato Head is no pushover. If Mr. P. H. steps out of line, he can expect a real roasting from the missus.

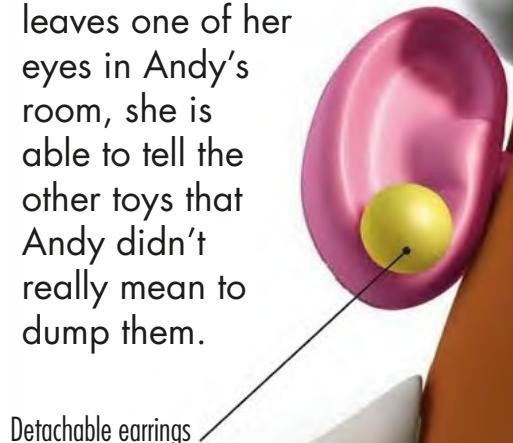


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## Keep an eye out

Having detachable body parts has its advantages. When Mrs. Potato Head leaves one of her eyes in Andy's room, she is able to tell the other toys that Andy didn't really mean to dump them.



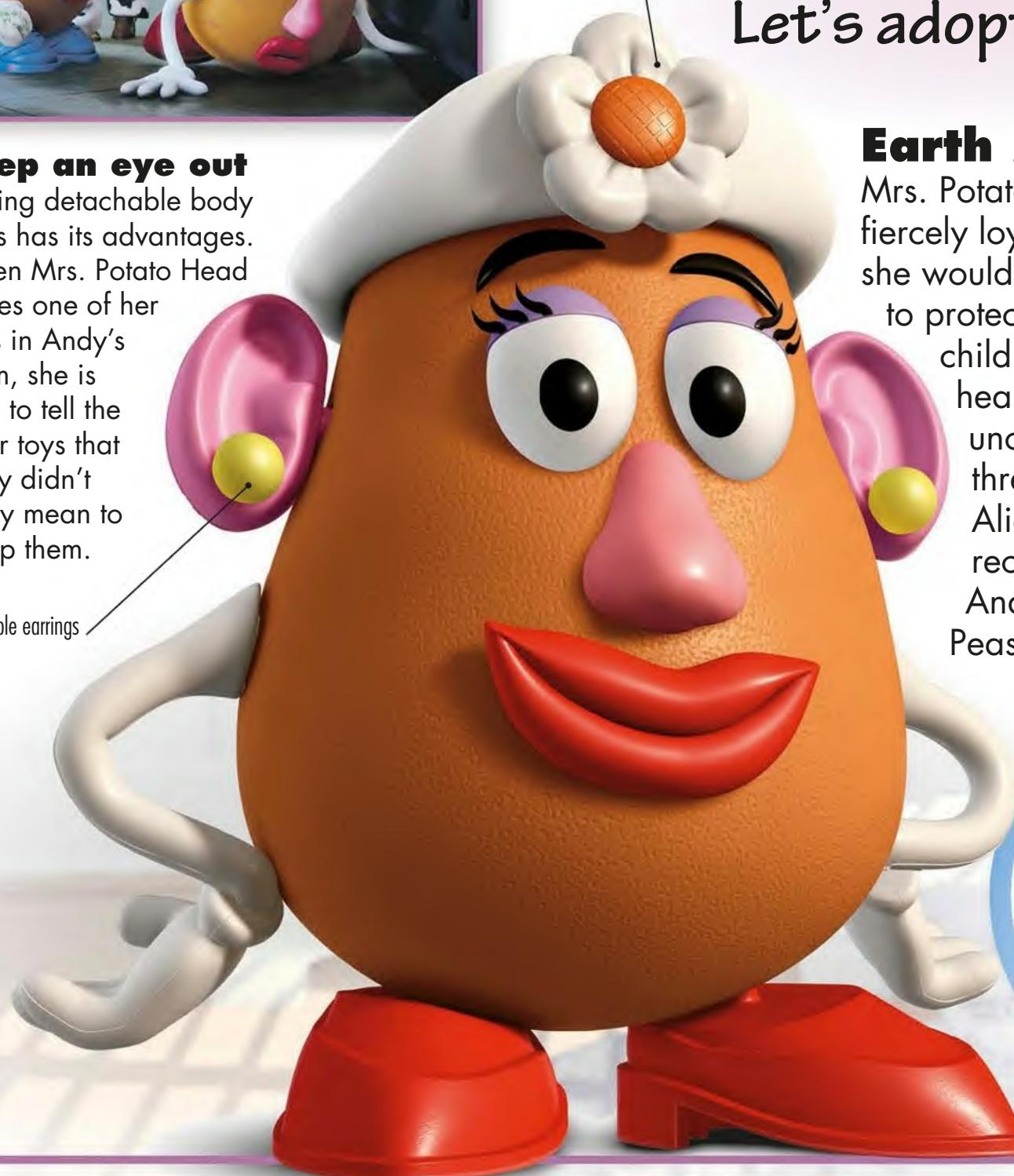
Detachable daisy

“They’re so adorable. Let’s adopt them!”

## Earth Mom

Mrs. Potato Head is not only fiercely loyal to her husband, she would also do anything to protect their adopted children. The soft-hearted spud is unofficial mom to three quirky, squishy Aliens, and, most recently, Bonnie Anderson's cheeky Peas-in-a-Pod.

Detachable earrings



## Did You Know?

Mrs. Potato Head belongs to Andy's sister, Molly, but she lives in Andy's room with her husband.

# REX

TOY STORY 4  
TOY STORY 3  
TOY STORY 2

HE MIGHT LOOK fierce, but Rex is a timid toy who is anxious about everything. He worries that he isn't scary enough, that his roar is too quiet, and that his arms are too short, but Rex's biggest fear is that Andy will find a replacement dinosaur. However, the prehistoric panicker is stronger and braver than he realizes.



## Fast fingers

Rex is an obsessive video gamer. His favorite is the Buzz Lightyear game, although he can't press the "fire" and "jump" buttons at the same time due to his small arms.



## A sad tail

Rex's long tail is always knocking things over. He just can't control it! Mr. Potato Head gave him the nickname "Godspilla."

**"At last! I'm gonna get played with!"**

## Dino hero

Rex wishes he was more fierce and fearsome, but the rest of the gang wouldn't have him any other way. After all, he once saved them from the evil Emperor Zurg and helped them to escape from a garbage bag bound for the trash.



# BO PEEP

**PORCELAIN SHEPHERDESS** Bo Peep is a loyal friend to Sheriff Woody and stands by him when the other toys think he has hurt Buzz. When the lamp she is part of is given away, resourceful Bo starts a new life as a lost toy rescuer. She travels around meeting kids at carnivals, schools, and summer camps. She has more friends than ever before.



## Great acting

Bo plays the damsel in distress in Andy's Wild West games, but in reality she needs no help from anyone to survive. In fact, Bo turns out to be a red-hot rescuer herself.

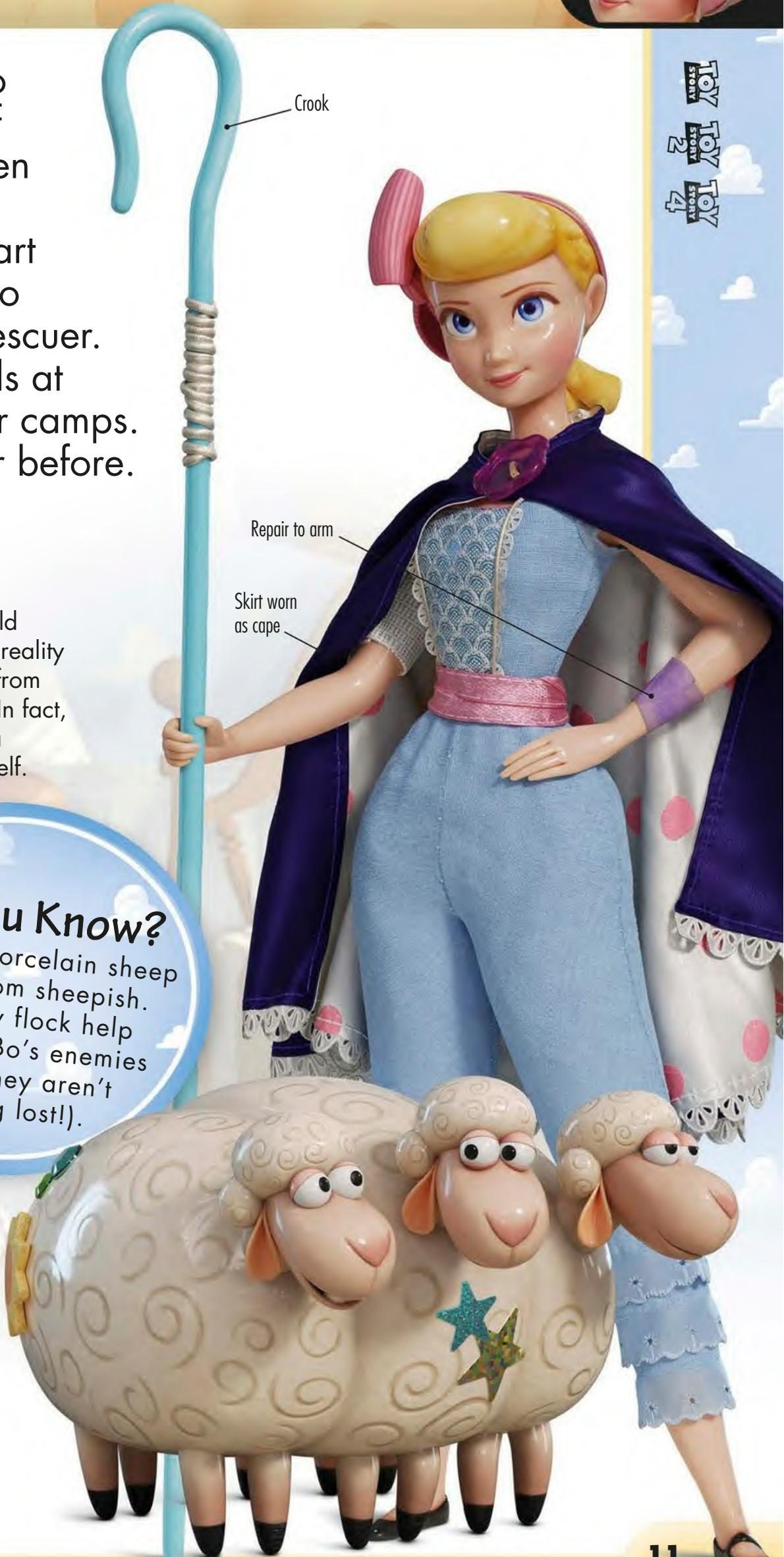
**“You’re cute when you care.”**

## Dressed for action

A dainty dress is fine for a porcelain figure on Molly's lamp, but a traveling toy rescuer needs something more practical. Flouncy skirts can be hard to run in! Bo's comfy blue jumpsuit gives her much more freedom.

## Did You Know?

Bo Peep's porcelain sheep are far from sheepish. The feisty flock help chase off Bo's enemies (when they aren't getting lost!).



# SARGE AND THE SOLDIERS

TOY STORY  
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THE GREEN ARMY Men may be the smallest toys in the toy box, but these highly trained plastic soldiers are ready to face any challenge with teamwork, determination, and good old-fashioned courage. Sarge is the leader of the Bucket o' Soldiers, and they are all very loyal to him.



## Roger that!

Communication is important for any good army. The Green Army Men commandeer Molly's baby monitor to use as a radio on their top secret missions.



## Sarge in charge

The obedient soldiers obey Sarge's orders without hesitation. At his command, the army men will leap from their bucket, parachute down stairs, move heavy equipment, or form an all-out attack.



## Get him!

The loyal troops don't question the order to swarm Woody when Sarge thinks he has deliberately pushed Buzz out of the window.

## Did You Know?

It's not easy for Sarge and the Green Army Men to get around because their feet are stuck to plastic bases. But they don't let that stop them!

“It's  
been  
an  
honor  
serving  
with you.”

# RC

THIS REMOTE-CONTROLLED car is the fastest toy in Andy's room. In fact, RC has two speeds—fast and turbo! Any chance he gets, RC can be seen speeding, swerving, and skidding around Andy's room—the word "slow" just isn't in his vocabulary. RC has even been known to go off road!



TOY  
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## Rev it up!

RC can't talk, but he conveys his emotions by revving his engine. It means he is either excited or scared. That's how he tells the other toys that Woody has "pushed" Buzz out of the window.

## Teamwork

RC's speed and Slinky's stretching abilities nearly succeed in reuniting the toys, but RC's batteries give out at the crucial moment.



Remote-control antenna

**Turbo hero**  
RC makes up for being wrong about Woody. He tries to give him and Buzz a ride so they can catch up with the moving truck when the other toys have to leave without them.



## Remote ride

RC sometimes gives the other toys a ride. Buzz and Woody have both been in the driver's seat, but they are powerless to stop RC's batteries from draining. If they run out, the ride is over!



A PAIR OF WIND-UP child's binoculars, Lenny is more than just a toy. Thanks to his magnifying lenses, he can see farther than any of the other toys in Andy's room, which makes him the perfect lookout. Lenny is also small and lightweight enough for the other toys to use, and he is always willing to lend his pals a helping eye.



## **Seeing the truth**

Lenny calls it exactly as he sees it. The other toys think that Woody has tossed RC from the moving van, but Lenny sees that the cowboy is actually riding the toy car.

## Where's Woody?

When Woody gets mixed up in a yard sale after saving Wheezy, the gang uses Lenny to track him. He is able to give them a close-up of the toy-napper Al McWhiggin.

“He’s lighting it!  
He’s lighting it!”

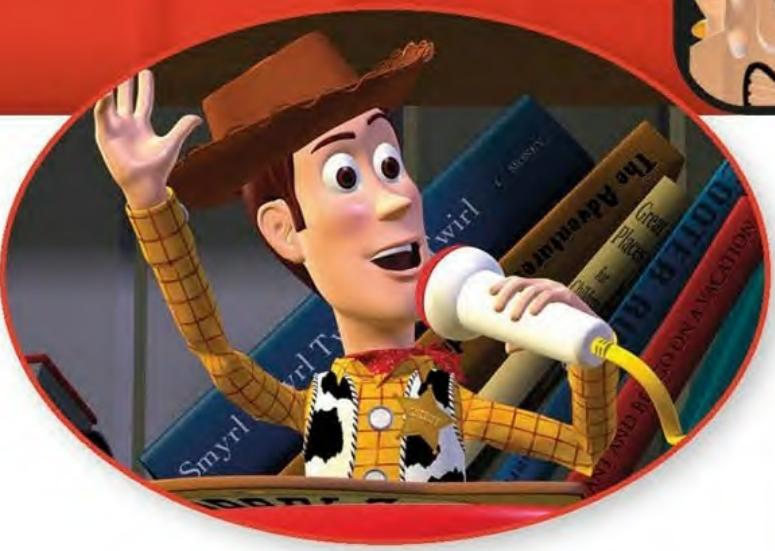
# Looking good

Lenny helps the other toys to stay informed about what's going on in the outside world. However, sometimes it's a tough job—when Andy lives next door to Sid, it is Lenny who has to tell the other toys about the gruesome experiments in Sid's yard.



# MIKE

MULTITALENTED MIKE has a number of clever functions, including a built-in radio, tape player, and microphone. He is a very useful toy to know! When he's not working, Mike likes to hang out with Mr. Spell. They have electronics in common, after all.



## Say it loud

When Woody needs to make his voice heard at toy meetings, he uses Mike's handy built-in microphone.



## Mobile Mike

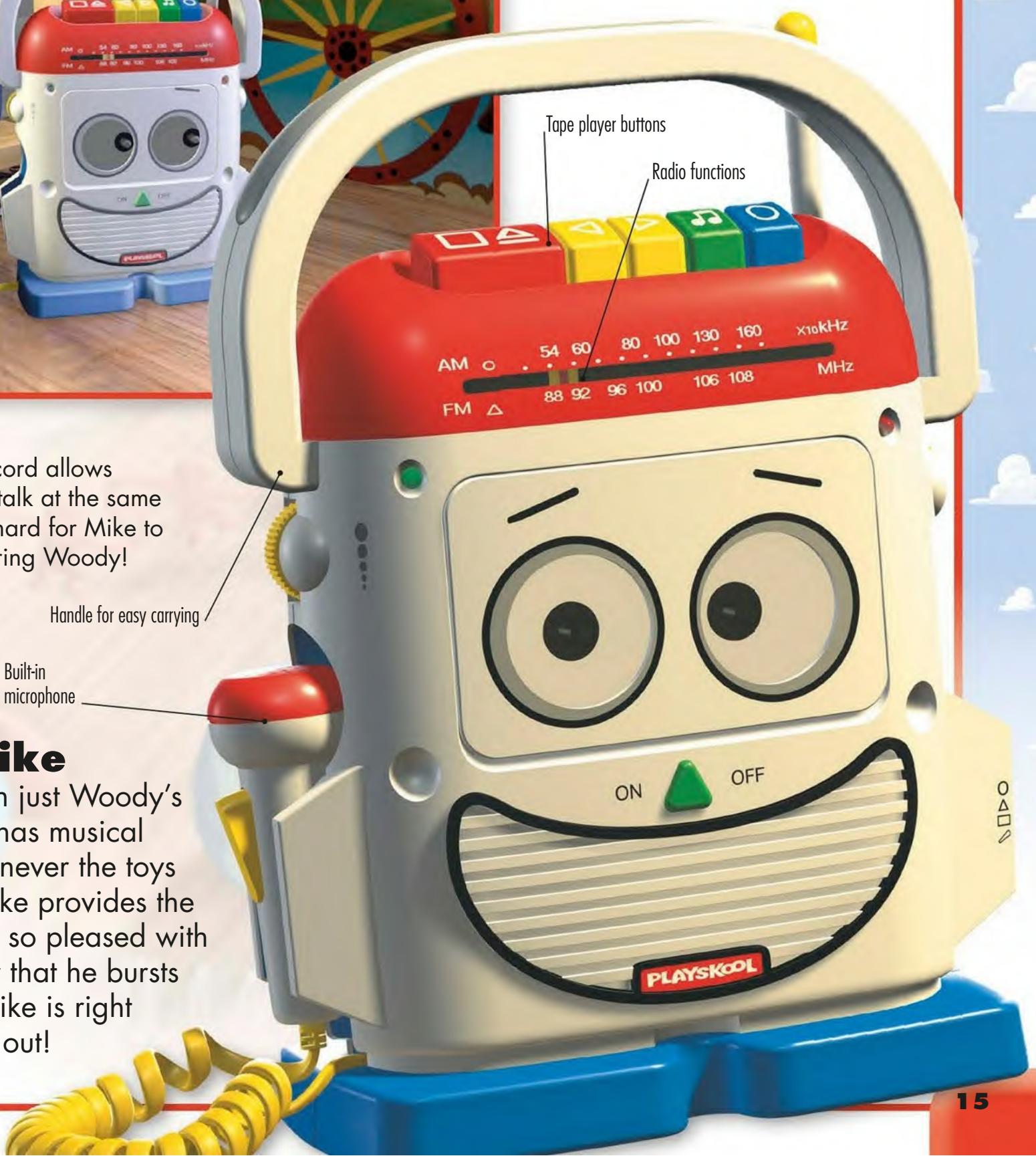
Mike's long, yellow cord allows Woody to walk and talk at the same time. Sometimes it's hard for Mike to keep up with wandering Woody!

Handle for easy carrying

Built-in microphone

## Musical Mike

Mike is more than just Woody's mouthpiece—he has musical talents, too. Whenever the toys want to party, Mike provides the tunes. Wheezy is so pleased with his new squeaker that he bursts into song, and Mike is right there to help him out!



# ALIENS

TOY STORY 4  
TOY STORY 3  
TOY STORY 2  
TOY STORY

THE THREE-EYED green Aliens aren't actually from outer space—they're prizes in a game at the *Pizza Planet* restaurant. The squeaky toys all long to be chosen by the all-powerful metal Claw because they think it will lead them to a better place. For three lucky Aliens, that place is Andy's room!



## Life at Sunnyside

At first, the Aliens think that Sunnyside is great—there are plenty of claw toys. However, when the young kids arrive in the Caterpillar room, the Aliens suffer a serious squishing!



## Father figure

These three little Aliens were destined to spend their lives swinging from the rear-view mirror in a *Pizza Planet* truck, until Mr. Potato Head rescued them. Now they call him "Daddy" and would follow him anywhere!

**"We are eternally grateful."**

## Unlikely heroes

The Aliens' belief in the power of the Claw seems odd to the other toys in Andy's room. However, when the toys are about to be toasted in a trash incinerator, the little green guys know exactly how to save them—with a mechanical claw!

# BUSTER

WHEN ANDY GETS a puppy for Christmas, Woody and Buzz just hope that they won't become chew toys. Fortunately, with Buster around, the only danger for the toys is having their parts or paint lovingly licked off, or occasionally being knocked over by the playful pup's wagging tail!

## Did You Know?

Buster is a Dachshund—a short-legged, long-bodied type of dog bred to smell, chase, and flush out small prey.



### Old dog

Like his owner, Andy, Buster eventually grows up. Gone are the days when Buster could give Woody a wild ride around the house. He's barely able to roll over anymore.

Collar with name and address tag



### Fun and games

One of Buster's favorite games is hide and seek.

Woody hides while the rest of the gang try to hold Buster off. Buster then uses his canine nose to seek out his cowboy pal.

### House trained

Buster is one smart dog!

Woody teaches him to sit up, reach for the sky, and even play dead. Buster also loves to roll over and be tickled. However, he only takes orders from Sheriff Woody. When Andy tries to train him, the clever canine just acts dumb.



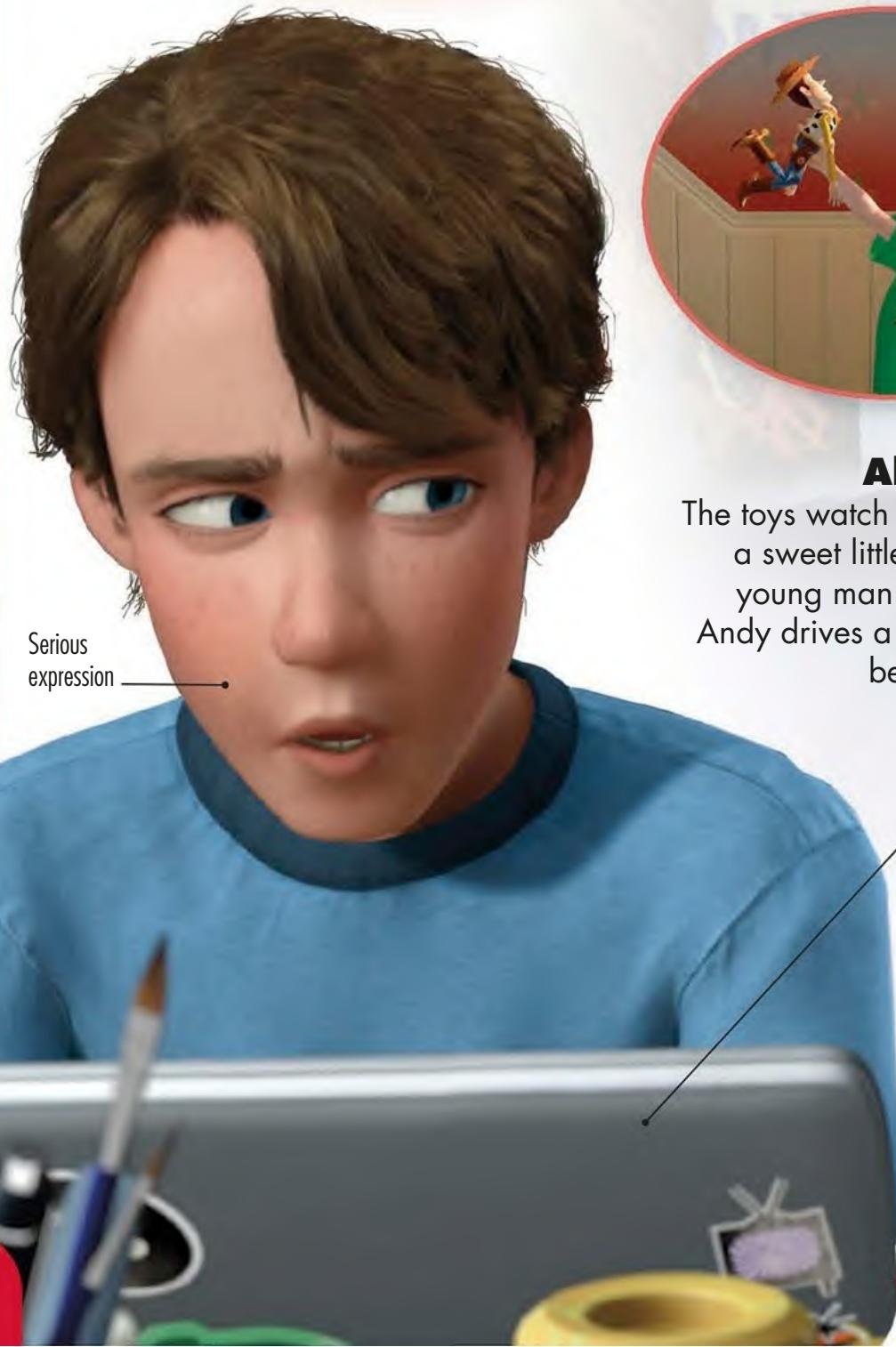


# ANDY DAVIS

TOY STORY 4  
TOY STORY 3  
TOY STORY 2

EVERY TOY DESERVES a kid like Andy. Lively and enthusiastic, he has a vivid imagination and loves to play exciting games with his toys. With a few cardboard boxes and some crayons, Andy can create a Wild West town or a space port. Best of all, he treats his toys like pals.

*“Now, you gotta promise to take good care of these guys.”*



## Did You Know?

Nowadays, Andy prefers gadgets like his laptop computer to playing with his toys.



### Top team

As a little kid, Andy loves all his toys, but Woody and Buzz are his favorites. They are the stars of his games and the toys who sleep on his bed at night.



### Cowboy kid

Every year, Andy goes to Cowboy Camp. He always takes his best pal Woody along for the ride. For Woody, it is a special treat to spend time with Andy, without all the other toys around.



### All grown up

The toys watch Andy grow from a sweet little boy into a kind young man. As a grown-up, Andy drives a car, not a make-believe spaceship!

Laptop computer

### Growing pains

Now Andy is old enough to go to college, he faces a tough decision about what to do with his toys. Although he hasn't played with them for a while, it is still hard to say goodbye.

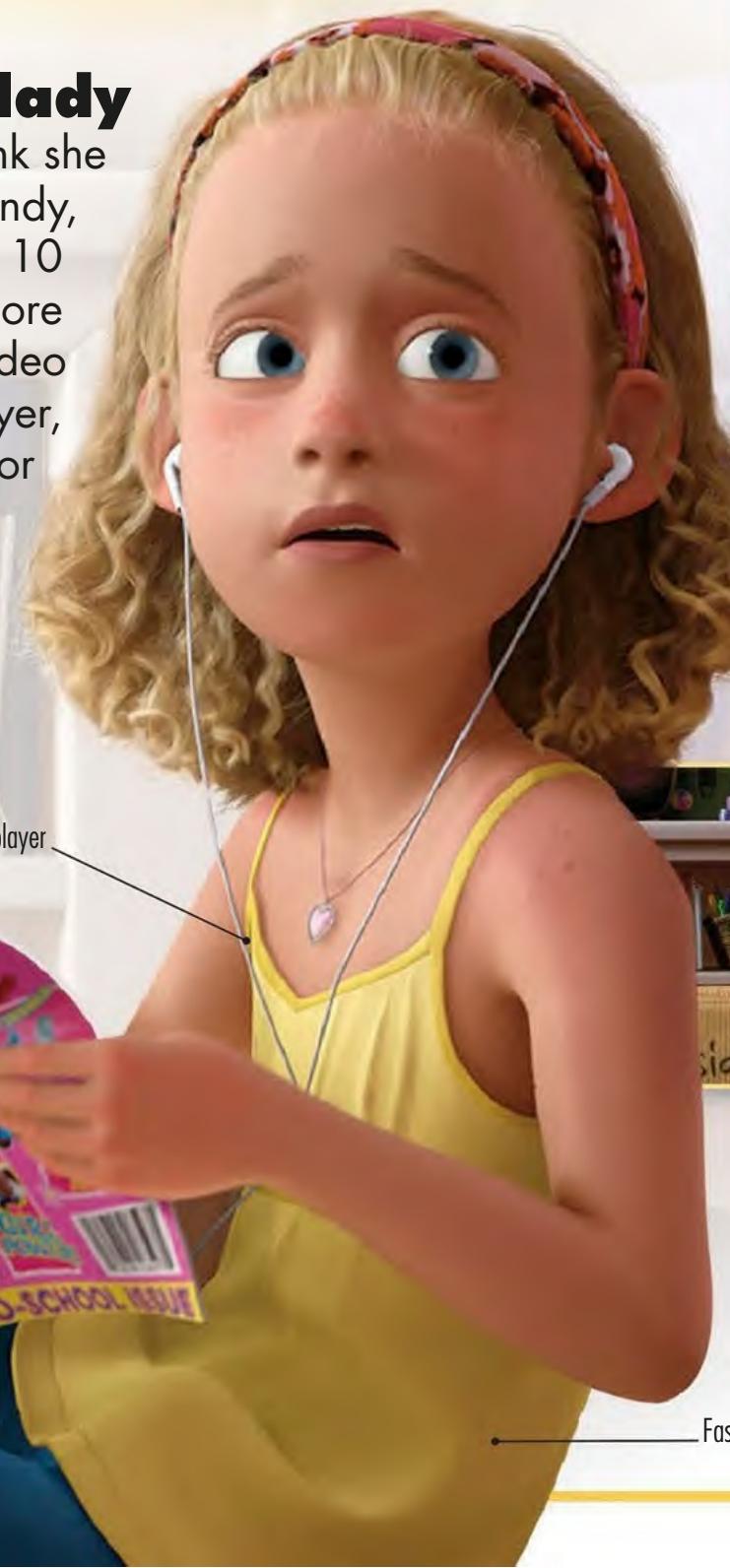
# MOLLY DAVIS

LIKE MOST LITTLE sisters, Molly has always wanted what her big brother has. First, it was his toys; now it is his bedroom. Molly often tried to play with Mr. Potato Head and the rest of the gang, but she wasn't quite as gentle as her brother. When she was a baby, Molly had a tendency to dribble on the toys, so they nicknamed her "Princess Drool!"

**"Do I still get your room?"**

## Young lady

Molly likes to think she is as grown up as Andy, but she is still only 10 years old. She is more interested in video games, her MP3 player, her cell phone, or reading magazines, rather than playing with toys.



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## Princess Drool

For a while, Andy and Molly shared a room. Molly learned a lot about how to play with toys by watching her big brother, as soon as she was out of her drooling phase ...



## Best brother

Andy and Molly have always been close. Molly will miss her big brother when he goes to college, but at least it means she gets his big bedroom!



## No dolls!

Molly used to love playing with her Barbie doll, but she is way too grown up for that now. She is happy to donate her Barbie to Sunnyside so another child can play with her.

Fashionable outfit



# SID PHILLIPS

TOY  
STORY

ANDY'S NEIGHBOR couldn't be more different than him: While Andy is a caring toy owner, Sid is every toy's worst nightmare! The mixed-up kid doesn't play with his toys; he experiments on them. He enjoys torturing toys and then blowing them up in his yard. No toy ever returns from Sid's house ...



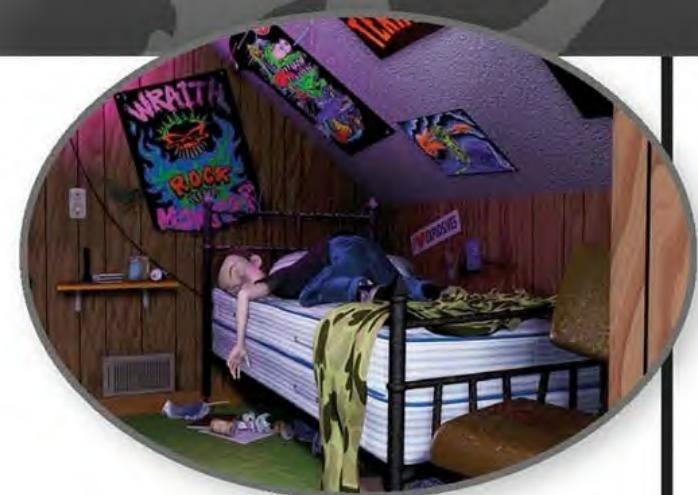
## Playing with fire

All children know that they shouldn't play with matches, but Sid doesn't care. He loves matches, fireworks, and pretty much anything that is dangerous or horrible!

**“Cool! What am I gonna blow up?”**

## Payback

Like many bullies, underneath it all Sid is a complete coward. When Woody and the other toys break the rules and come to life in front of Sid, the creepy kid runs off screaming!



## Super slob

Sid sleeps on a bare mattress with toy parts, moldy snacks, toy-torturing tools, and dirty clothes littering his filthy bedroom.



## Scud

Sid's mean mutt Scud puts the "terror" in terrier. The horrible hound likes destroying toys as much as his master does.



Scared expression

Skull t-shirt

# HANNAH PHILLIPS



IT'S NOT EASY being Sid's little sister. Kind-hearted Hannah not only has to watch out for her big brother's bullying ways, but also her favorite toys keep not-so-mysteriously disappearing to become Sid's experiments. How would you like to find your favorite toy with a brand new head? Poor Hannah ...



## Poor Janie

Sid thinks that he has made Hannah's Janie doll "all better," but Hannah preferred her without a pterodactyl's head!



## Toy tea party

Hannah always takes care of any disturbed toys she finds. After an encounter with Sid, Buzz finds comfort as Mrs. Nesbit in one of Hannah's games.



## A cool head

Hannah is tougher than she looks. Her toys might be damaged, but she makes the best of a bad situation and hosts tea parties for all of her headless dolls.

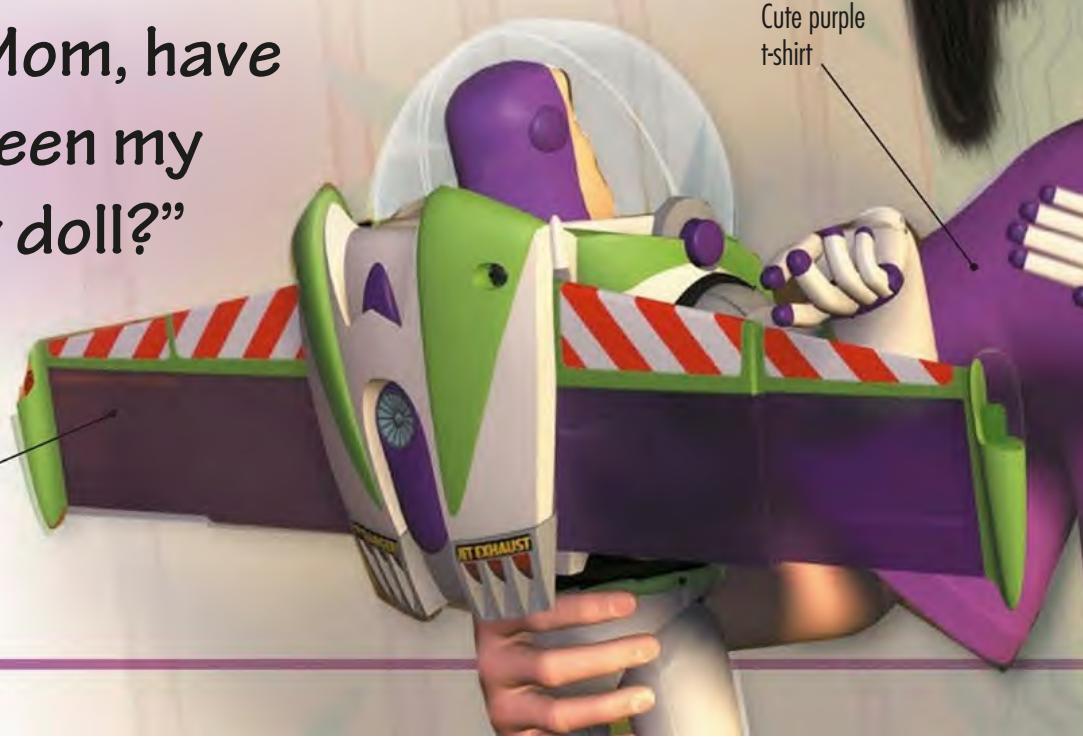
## Did You Know?

Hannah eventually gets her revenge—when Sid runs screaming from his toys, Hannah chases him with her doll!

**"Mom! Mom, have you seen my Sally doll?"**

Broken toy

Cute purple t-shirt





# SID'S TOYS

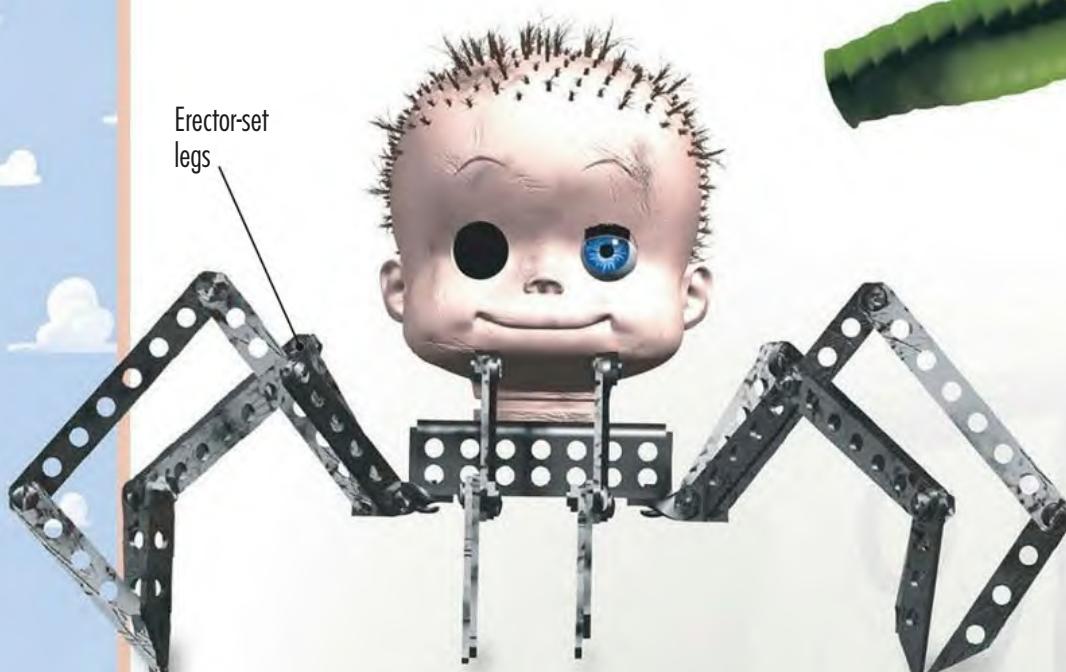
TOY  
STORY

THEY MIGHT LOOK frightening, but this mixed-up bunch is just as friendly as Andy's toys. Each mutant toy is the product of one of Sid's experiments. Pieces of different toys have been ripped apart and joined together to make strange new creations.



## Misunderstanding

At first, Woody thinks that Babyhead and the mutant toys are as scary as Sid!



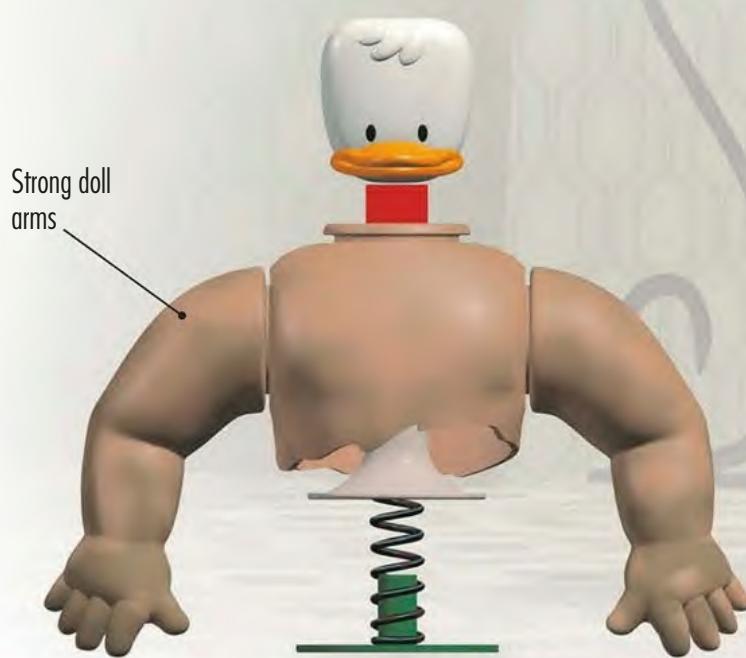
### Babyhead

The leader of Sid's toys lives under Sid's bed. She taps Morse Code to let the other toys know when it's safe to come out of hiding.



### Legs

Part doll, part fishing rod, Legs has a great combination of length and strength. She helps Sid fall hook, line, and sinker for Woody's plan to save Buzz from Sid.



### Ducky

This squeaky toy is the only one of the mutant toys that can make a noise. His unique body helps him spring into action to save fellow toys.



### Hand-in-the-Box

He looks monstrous, but this toy is always happy to lend a hand. He gets around by dragging himself across the floor.

Painted  
wooden box

# AL MCWHIGGIN



AL IS THE OWNER of *Al's Toy Barn*. This greedy grown-up doesn't like toys because they are fun to play with; he just likes them for the money he can make off of them. He is obsessed with collecting rare toys so he can sell them to museums and make a huge profit.



## Anything for a buck!

Al will do anything he can to get customers to come to *Al's Toy Barn*. He'll even dress up as a chicken if it will make him some bucks!

*“You, my little cowboy friend, are gonna make me big buck-buck-bucks!”*



## Toynapper

The gang is able to track Woody to *Al's Toy Barn*, thanks to Al's personalized license plate. They just have to crack the code first!

### Big phony

On the outside, Al appears confident and in control, but inside he is a nervous wreck! When he toy-naps Woody from the yard sale, he finds that his stolen treasure is damaged and freaks out.

### Did You Know?

Rumor has it that Al wasn't allowed to play with toys as a child, so he makes up for it as an adult by collecting them.

# MR. SPELL

TOY STORY 2

MR. SPELL IS a natural teacher. He taught Andy to spell, and also makes an effort to educate the other toys in Andy's room. Mr. Spell runs a series of special awareness sessions for the toys on important subjects, such as the effects of plastic corrosion and what to do if you're swallowed!



## Code breaker

When Woody is toy-napped, the gang knows that Al's license plate is a clue. With Mr. Spell's help, Buzz breaks the code.

## Did You Know?

Mr. Spell, Wheezy, Etch, Lenny, RC, and Rocky are all believed to have been sold in the same yard sale.



## Perfectly polite

Mr. Spell gets around by shuffling clumsily from side to side, but his etiquette is perfect. When Woody thanks him for his help, he spells out "You're welcome."

## Clever toy

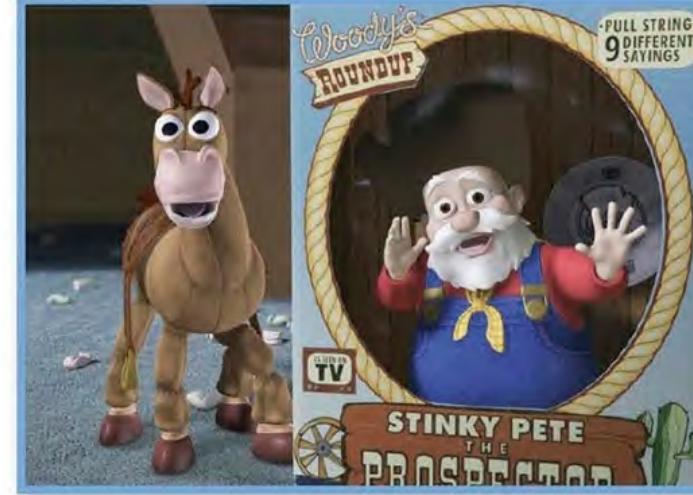
Mr. Spell is no action figure—he's built for educational purposes. But although he's a little square, the other toys respect him for his wide vocabulary and large memory.



# THE PROSPECTOR



THIS GOLD-DIGGING toy acts like a kindly old-timer, but if you dig a little deeper, the Prospector is actually devious and sneaky. The mint-condition meanie has never been taken out of his box, and he dreams of being in a museum. He has spent his life on a shelf and he likes it that way!



## Mint-in-the-box

The Prospector is "mint-in-the-box" because he has never been played with or loved by a child. He can't understand why Jessie and Bullseye prefer life outside their packaging. He's a collectable, not a toy!

## Did You Know?

In *Woody's Roundup*, the Prospector is nicknamed "Stinky Pete," but in the show he is accident prone rather than downright mean.

**"No hand-me-down cowboy doll is gonna mess it up for me now."**

Plastic pickax \_\_\_\_\_



## Complete set

When Al McWhiggin buys Woody, the Prospector is delighted and will do anything he can to keep the gang together.

Neckerchief made from the same material as Woody's shirt



## Stinky Pete

When Woody decides his place is with Andy and the other toys, the Prospector shows his true colors. He breaks out of his box and does everything he can to stop Woody from leaving.



# JESSIE

TOY STORY 4  
TOY STORY 3  
TOY STORY 2

JESSIE THE yodeling cowgirl puts the “wild” into Wild West. The rough, tough tomboy loves to throw herself into adventures—once, she even jumped from a moving plane! Jessie is a fun-loving toy, but she has a deep fear of being abandoned or put into storage.



## Soft side

Woody might be her Sheriff, but there is only one toy for Jessie—Buzz Lightyear. She thinks he is the cutest spaceman she has ever seen. Buzz is equally smitten with the kooky cowgirl but doesn’t know how to show it, unless he is in Spanish mode ...

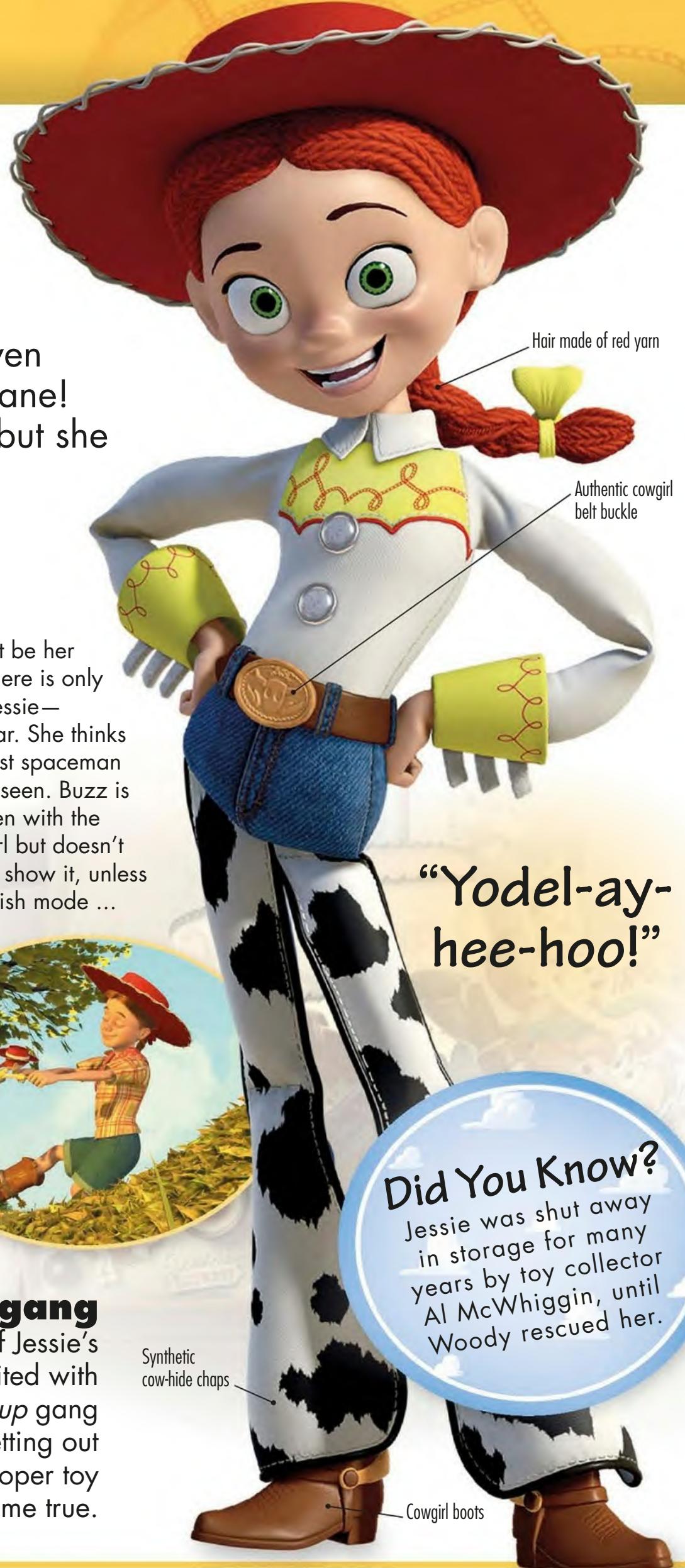


## Biggest fear

Jessie used to belong to a little girl named Emily, who loved her very much. However, when Emily grew up, she forgot about her favorite toy, and Jessie was eventually donated to charity.

## Part of the gang

One of the happiest moments of Jessie’s life was when she was reunited with Sheriff Woody and the *Roundup* gang was complete again. Finally getting out of her box and becoming a proper toy again was a dream come true.



“Yodel-ay-hee-hoo!”

## Did You Know?

Jessie was shut away in storage for many years by toy collector Al McWhiggin, until Woody rescued her.

# BULLSEYE

BULLSEYE WAS SHERIFF Woody's trusty steed in *Woody's Roundup*. This happy, hoof-kickin' horse is one of the most trusting and loyal creatures in the toy gang. He can't talk, but his big eyes and expressive body language say it all. Bullseye adores Woody and would do anything for his beloved Sheriff.



## Puppy love

With his big brown eyes, loyal nature, and wagging tail, Bullseye is sometimes more like a giant puppy than a horse. When he is happy, he also loves to lick Woody!

## Saddle up!

Bullseye specializes in helping Sheriff Woody save the day. However, he also has other talents: He puts his best hoof forward to switch on the video player, dim the lights in Andy's room, and work the TV remote.



## Horse heartbreak

When the toys end up at Sunnyside Daycare, Bullseye misses Sheriff Woody terribly.

## Did You Know?

Andy printed a letter on the bottom of each of Bullseye's four hooves: A, N, D, and Y. He is a real toy now!





# EMPEROR ZURG



EMPEROR ZURG IS Buzz Lightyear's archenemy. The evil Emperor from the planet Xrgthung has sworn to destroy Buzz and the Galactic Alliance. Freed from his box at Al's *Toy Barn*, Zurg attempts to take over the universe. Like Buzz, he has issues with being a "toy."

*"So, we meet again  
Buzz Lightyear, for  
the last time!"*



## Dino defeat

Zurg is defeated by a surprising opponent—Rex. The timid tyrannosaurus thinks that Zurg is winning and can't bear to watch. As he turns away, Rex's clumsy tail sweeps Zurg off his feet. Game over!

## Bad dad

As Zurg and New Buzz do battle, the evil emperor hits the space ranger with an unexpected blow: Zurg reveals he is actually Buzz's father! Against the odds, father and son start to bond.

## Did You Know?

Zurg's weapon of choice is a blaster. It shoots ion pellets, and Zurg keeps it in a special ammo pack fitted into his cape.



# NEW BUZZ

AT AL'S TOY BARN, Buzz Lightyear sees a whole aisle of new Buzz action figures. Thankfully, Buzz has come to terms with the fact that he's a toy and is impressed, not confused!

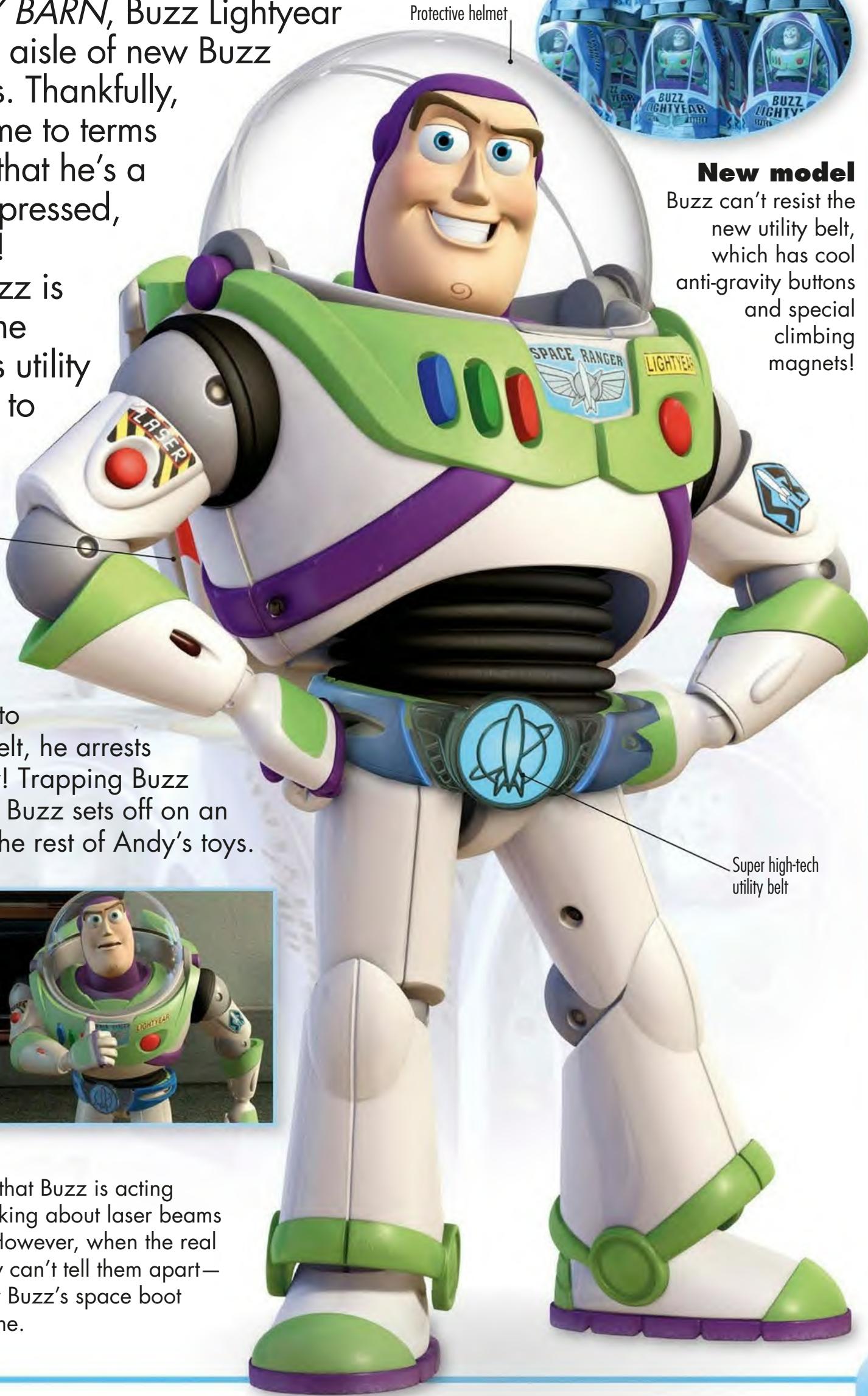
However, Buzz is tempted by the new version's utility belt and tries to grab one.

Concealed space wings

Protective helmet

## New model

Buzz can't resist the new utility belt, which has cool anti-gravity buttons and special climbing magnets!



## Buzz #2

When New Buzz spots someone trying to steal his utility belt, he arrests him immediately! Trapping Buzz in his box, New Buzz sets off on an adventure with the rest of Andy's toys.

## Who's who?

The other toys think that Buzz is acting weird—he keeps talking about laser beams and booster pods. However, when the real Buzz shows up, they can't tell them apart—until they look under Buzz's space boot and find Andy's name.



# THE CLEANER

TOY  
STORY 2

KNOWN AS "the Cleaner," this mysterious old man repairs and restores old toys for Al. He can bring even the oldest of toys back to life with painstaking skill and a very steady hand. Using a minute dab of paint here, a tiny stitch there, or even a new glass eyeball, the Cleaner creates miniature masterpieces.



**"Ya can't  
rush art."**



## Fixing Woody

The Cleaner not only fixes Woody, but he also retouches his cheeks, paints out a bald spot on his head, and cleans his eyes and ears. His final touch is to paint out Andy's name on his boot.

## On the case

The Cleaner carries everything he needs inside a specially adapted case. It has dozens of drawers containing paints, spare toy parts, and even a toy treatment chair and bib.

## Ancient artist

The Cleaner always concentrates completely on the job in hand and takes great pride in his work. He doesn't care what happens to the toys when he has finished with them; for him it is all about the craft.

## Did You Know?

The Cleaner's real name is Geri. When he is not restoring toys, he likes to relax by playing chess in the park.

# WHEEZY

EVER SINCE HIS squeaker broke, Wheezy has been languishing on Andy's bookshelf feeling sorry for himself. Andy's mom must have forgotten to get him fixed, and now he's gathered so much dust that he's become asthmatic! The pessimistic penguin is convinced he's destined for the next yard sale.

**“We’re all just one stitch away from here...”**



## Noble sacrifice

Woody saves Wheezy from the yard sale, but Woody gets sold instead—to toy collector Al McWhiggin.

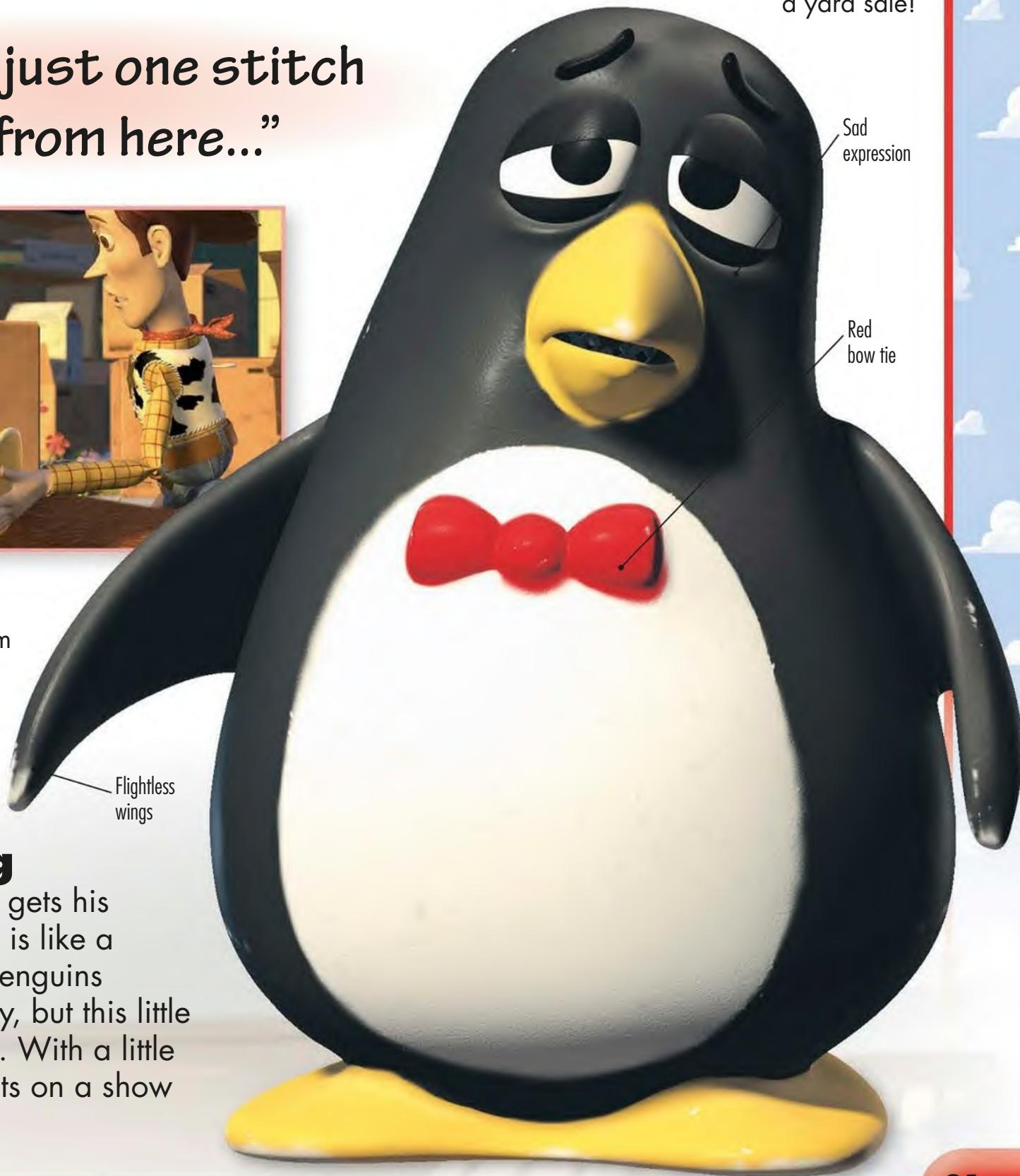
## Karaoke king

When Wheezy finally gets his squeaker repaired, he is like a brand-new penguin. Penguins might not be able to fly, but this little guy certainly can sing. With a little help from Mike, he puts on a show for the other toys.



## Reunited

Woody finds Wheezy behind some dusty books. The poor penguin is in low spirits and poor health. Woody tries to cheer him up before he notices that Wheezy is right—Andy's mom is about to have a yard sale!





# MRS. DAVIS

TOY STORY 4  
TOY STORY 3  
TOY STORY 2

MRS. DAVIS IS a loving mom to Andy and Molly. She always seems to know just what they like—from great birthday parties and perfect presents to tasty treats at *Pizza Planet*. However, Mrs. Davis is no pushover—she has rules. She expects Andy to be nice to his sister, pick up his toys, and wash his hands occasionally!

**“I’m sorry, honey,  
but you know ... toys  
don’t last forever.”**



## Toy fear

Mrs. Davis is a great mom to Andy, but his toys live in fear that she will either replace them or throw them out. Birthdays and Christmas are particularly stressful times for the toys.



## Clearing out

When Mrs. Davis sees a black garbage bag, she doesn't hesitate in putting it out with the rest of the trash. She doesn't know that it is full of Andy's toys and that he had planned on keeping them!

## No hoarding

Mrs. Davis encourages her children to look forward and not hang on to too many of their toys. This means there have been plenty of yard sales and donations to places like Sunnyside Daycare over the years.



# BONNIE

SWEET-NATURED BONNIE is everything a toy could hope for in an owner, even a toy who has previously been owned and loved by Andy. Kind, exuberant, and with a colorful imagination, Bonnie makes life for her toys a lot of fun.



## New owner

Andy is sad to part with his beloved toys, but he knows that giving them to Bonnie is the right thing for all of them. She will take care of them, and, most importantly, she will play with them.



## Kindergarten nerves

Bonnie feels much braver with a friendly toy in her arms. She hopes to take one to kindergarten, but is told that it is not allowed.



**“We have a guest!”**

Bandage  
Yellow Wellington boots



## New toys

Bonnie is thrilled to introduce Andy's toys to her gang. More toys means more fun for everyone!

## Toy rescuer

Unlike some kids at Sunnyside Daycare, Bonnie takes loving care of all toys—not just her own. She even rescues broken toys, including Woody when a trip on a kite leaves him hanging on a tree! Bonnie can be shy, and is rather nervous about starting kindergarten.



# BARBIE AND KEN

TOY  
STORY  
3

BARBIE AND KEN are Sunnyside's "it" couple. With their flawless hair, perfect plastic skin, and impeccable physiques, they're always all dolled up. Even when things start to get tough, they stay picture-perfect.



## Perfect pair

When Barbie and Ken meet, it's love at first sight. They make each other happy and share a love of fashion—they are meant for each other!

Stylish striped  
leg warmers

## Brainy beauty

Barbie is as smart as she is pretty. She might be in love with Ken, but when she realizes what is truly going on at Sunnyside Daycare, she dumps him.



## Hench-doll

Underneath his stylish exterior, Ken has a dark secret—he works for Lotso. Ken runs Lotso's creepy casino inside the daycare vending machine.



## New start

With Lotso gone, Barbie and the reformed Ken take over Sunnyside. Together, they make Sunnyside a happier place for toys to live.

## Did You Know?

Barbie makes Ken tell her about Lotso's plans by ripping up his beloved outfit one by one.

# LOTSO

LOTSO LOOKS LOVABLE and huggable: He has a soft, plush body, a velvety purple nose, and smells of strawberries. However, underneath his cuddly exterior, Lotso is a very bitter bear and rules Sunnyside Daycare through fear and intimidation. He causes Andy's toys Lotso trouble!



## Not so nice

When Andy's toys arrive at Sunnyside, Lotso seems kind and welcoming, but it is all an act. Lotso makes sure that he and his cronies are comfortable, while new toys suffer!



## Lotso pain

Lotso was once owned by a girl named Daisy, but she left him behind at a picnic. He found his way home, but Daisy had replaced him with another bear. Lotso came to Sunnyside to avoid the heartbreak of being owned and to take his hurt feelings out on other toys.



## Toy terror

Andy's toys soon work out what Lotso is really like, but Buzz gets caught spying on him. Lotso tries to make the space toy join his gang, but Buzz refuses. So the gang resets Buzz ...

“You’ve  
got a  
playdate  
with  
destiny!”



# LOTSO'S GANG

Toy  
Story  
3

LOTSO IS IN CONTROL at Sunnyside Daycare, but he needs a team of terrifying toys to do his bidding. Each member of Lotso's gang has a special talent that keeps the other toys in line so that their formidable leader can stay in power.



## Play pal

Chunk's oversized, poseable legs make him an excellent toy for the kids at Sunnyside—when he's in friendly mode, that is.

## Twitch

Life is easy for Twitch at Sunnyside. As one of Lotso's muscle-bound henchtoys, he is guaranteed first-class treatment in the workshop spa and his pick of the longlife batteries.



## Sparks

This robot is programmed to be a mean machine. Sparks has flashing red LED eyes and rolls around Sunnyside on his caterpillar tracks, carrying out Lotso's orders.



## Chunk

Chunk is covered in spikes and has massive fists ready to demolish anything in his way. The mean monster laughs when new arrivals at Sunnyside suffer—he has a heart of stone.



## Stretch

With her glittery body and huge grin, Stretch looks like a fun-loving mollusk, but she is always ready to be the long arm of Lotso's laws. Made from a sticky substance that can withstand extreme stretching, the purple octopus uses her tentacles to capture any runaway toys.

**“It was filed under  
‘Lightyear.’”**

The Bookworm



## Big Baby

This monstrous life-size baby doll is Lotso's right-hand toy. He makes sure that the other toys stick to Lotso's rules—or else! But Lotso lies to Big Baby for his own evil ends: Daisy did care about Big Baby all along.



## Growing up

Lotso pushes Big Baby too far by telling him that he is just a baby for still missing his owner, Daisy. Big Baby finally has enough—he dumps the selfish teddy in the dumpster and blows him a raspberry!

## The Bookworm

The Bookworm looks like a harmless brainiac. However, this wiggly villain is the brains of Lotso's gang, maintaining a library of instruction manuals for every toy imaginable.

# CHATTER TELEPHONE

TOP SECRET

CHATTER TELEPHONE has a permanently happy face, but this pull-along phone is way past his best. He is known as the "Lifer" at Sunnyside because he has been there so long. He has witnessed a long line of toys try—and fail—to escape. But Chatter is a tough telephone, and he won't let Sunnyside break him.



## Time to talk

Chatter is the only toy who dares speak out about Lotso's reign at Sunnyside. He lets Woody know the best way to escape.



## Phone-y smile

Chatter Telephone is always smiling on the outside, but inside he is sad and longs for the day when Sunnyside can be a happy place. When Lotso is ousted, Chatter's smile is finally real.

*"I've been here years,  
they'll never break me."*

## Broken phone

Chatter might have seen better days, but he's a tough toy. Even when he is punished by Lotso's thugs for talking to Woody, he manages to pull through. They can break his receiver, but they can't break his spirit!



## Did You Know?

Telephones used to look just like Chatter. They had rotating dials instead of push buttons. Wild!

# CHUCKLES

THIS SAD CLOWN has had a hard life. His owner, Daisy, accidentally left her favorite toys—Chuckles, Lotso, and Big Baby—at a roadside stop. After that, poor Chuckles had to endure the Caterpillar room and Lotso's reign of terror at Sunnyside. However, sweet Bonnie took pity on his sad eyes and downturned mouth and gave him a new home.



## Happy clown

Finally, Chuckles cracks a smile for the first time in years when he sees a drawing of himself by Bonnie.

*“We were lost,  
cast off, unloved,  
unwanted.”*

## Sad times

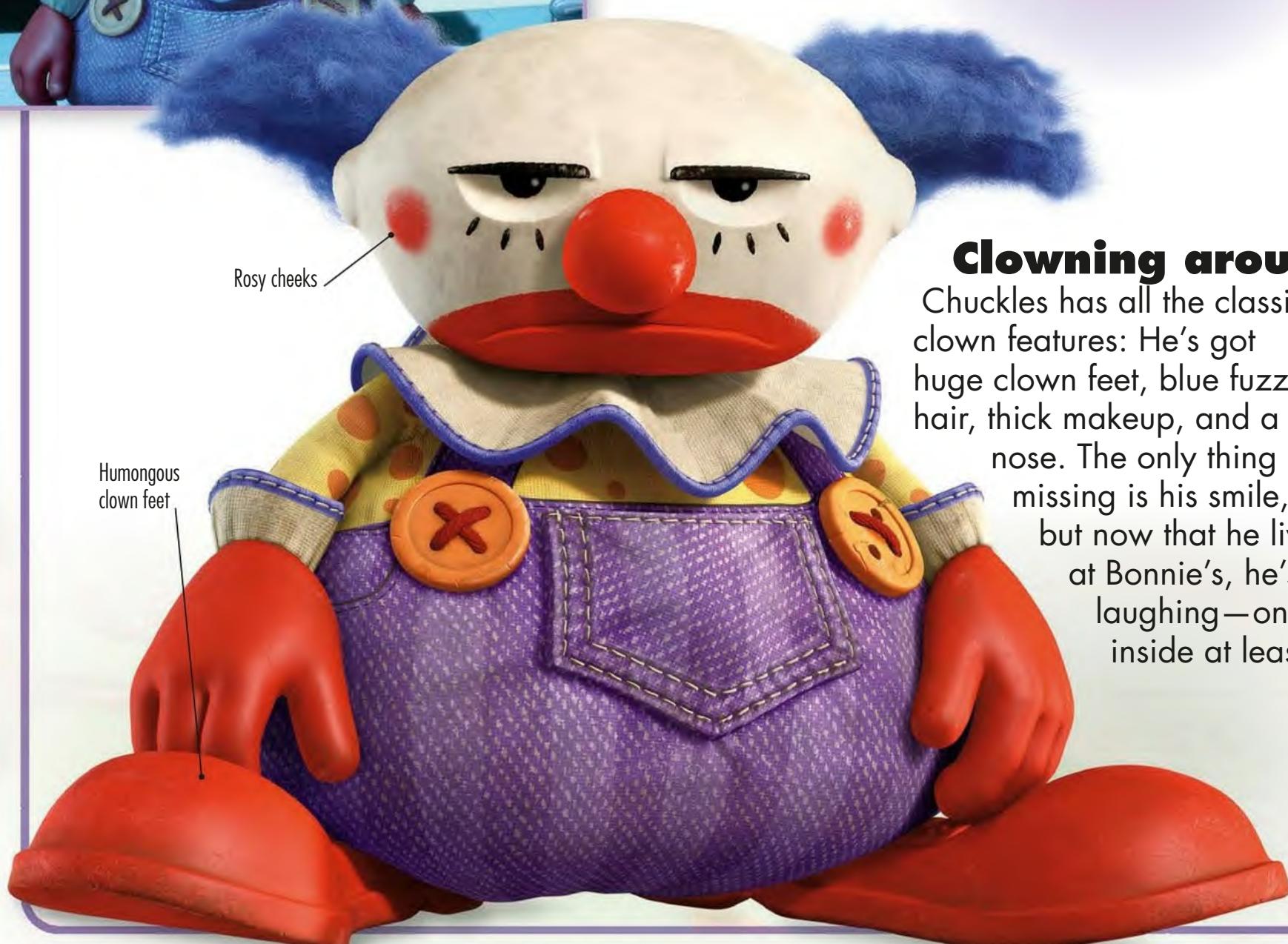
Chuckles sees nothing funny about the situation at Sunnyside and tells Woody some heart-breaking tales about his time there.

Rosy cheeks

Humongous  
clown feet

## Clowning around

Chuckles has all the classic clown features: He's got huge clown feet, blue fuzzy hair, thick makeup, and a red nose. The only thing missing is his smile, but now that he lives at Bonnie's, he's laughing—on the inside at least.





# BUTTERCUP

TOY STORY  
4  
TOY STORY  
3

BUTTERCUP IS A neatly groomed soft toy unicorn, with a majestic gold horn and fun-to-comb mane and tail. However, underneath his soft and sparkly exterior, this mythical horse is a straight-up, no-nonsense kind of toy who always tells it exactly like it is.



## Good advice

Buttercup has plenty of acting advice for Woody to help him in Bonnie's role-playing games. Woody makes a promising debut, and he's not even classically trained!

*"We do a lot of improv here ... you'll be fine."*

## Buttercup's buddies

Buttercup might be gruff, but he is happy to make friends with Woody and the gang when they arrive at Bonnie's. He's delighted to have a four-legged friend in Bullseye but discovers that he has the most in common with the cynical porker, Hamm.



## Only kidding!

Buttercup likes to amuse his pals by playing jokes. When Woody arrives at Bonnie's, Buttercup warns him there is no way out! He's just horsing around, of course.



# TRIXIE

TRIXIE IS BONNIE'S prehistoric playmate. Made from rigid, durable blue and purple plastic, Trixie is one dinosaur who's never going to be extinct, or even break. Like all of Bonnie's toys, she is an accomplished actor, and finds that creating a backstory helps her to understand her characters better.



## Dino diva

Trixie is one talented Triceratops and always gives her very best in Bonnie's games. In her latest role, she has just come back from the doctor with life-changing news!

**“It’s just a  
dinosaur!”**

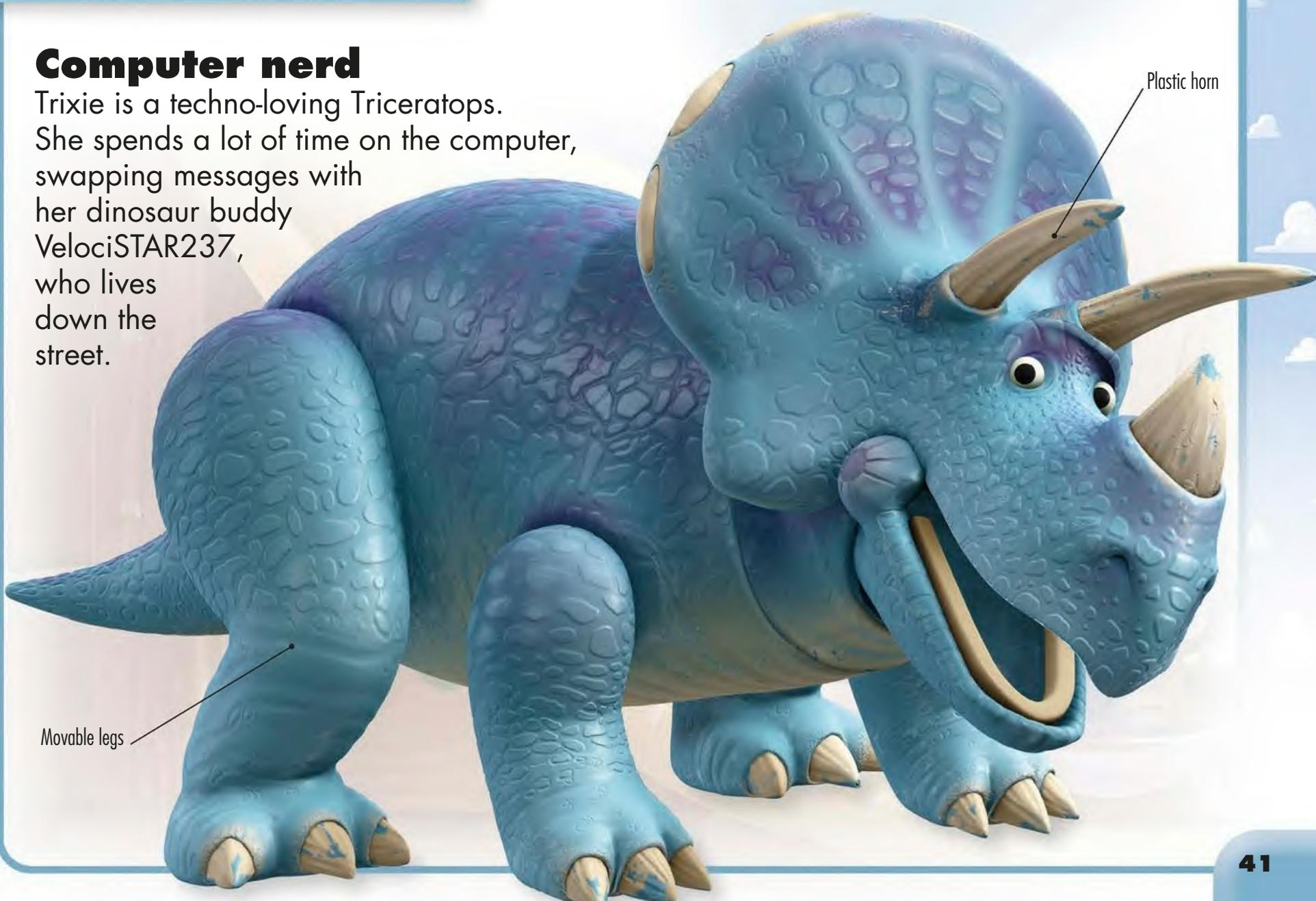


## Prehistoric pals

Rex has always been worried about meeting another dino, but sweet-natured Trixie quickly puts him at ease. The dino duo become great friends and bond over their love of computer games.

## Computer nerd

Trixie is a techno-loving Triceratops. She spends a lot of time on the computer, swapping messages with her dinosaur buddy VelociSTAR237, who lives down the street.





# MR. PRICKLEPANTS

TOY  
STORY  
4  
TOY  
STORY  
3

PRICKLY BY NAME, prickly by nature, Mr. Pricklepants is Bonnie's hedgehog toy. The lederhosen-wearing hedgehog is a dedicated actor and is happiest when he's on stage, delivering crowd-pleasing performances to the other toys.

## Did You Know?

One of Mr. Pricklepants's starring roles is Romeo alongside an Alien playing Juliet in one of Bonnie's games.



### True friend

Mr. Pricklepants may be a little spiky, but he's actually a real softy. He even comes out of character—which is unheard of—to warn Woody that his friends aren't safe at Sunnyside.

**"Well, excuse me! I am trying to stay in character."**

### Quiet please

Mr. Pricklepants takes his craft very seriously. It takes immense concentration to stay in character, and he has a habit of telling his fellow toys to "Shhh!," earning him the nickname "Baron von Shush."



### Star toy

All of Bonnie's toys enjoy their daily improvisations, but no one more than Mr. Pricklepants. He just always seems to hog the limelight.

# DOLLY

DOLLY IS BONNIE'S stuffed rag doll. With her big eyes, sweet smile, and butterfly clips in her hair, she is as cute as the buttons on her orange, polka-dot dress. But for some reason, Dolly is often cast as the villain in Bonnie's roleplays. Maybe it's time she got herself an agent!



## **First impressions**

Dolly is happy to welcome any new additions to Bonnie's room and is always willing to impart sound advice to her fellow toys.



## Happy family

With Andy's toys joining the gang,  
Dolly looks forward to many happy  
days acting in Bonnie's plays.  
Maybe one of the new toys can  
play the villain instead!

“Wow, cowboy. You just  
jump right in, don’t you?”

## Did You Know?

Dolly makes Chuckles smile for the first time since he was abandoned—by showing him Bonnie's drawing of him smiling.

## **Down-to-earth doll**

On her first meeting with Woody, Dolly suggests he should change his name to something more interesting to succeed in the crazy world of show business. She certainly wishes she had a better stage name than plain old "Dolly."



# GABBY GABBY

TOY  
STORY  
4

THIS PRETTY 1950s doll longs to ask a kid to be her friend. But she can't—a faulty voice box means her words come out all garbled. Gabby Gabby still dreams of one day finding a voice ... and a kid. Until then, she sits forgotten in a cabinet in the Second Chance Antiques store, with only her dummy friends for company.



## Dummies

Benson is a ventriloquist's dummy who silently accompanies Gabby Gabby everywhere. His head turns 360 degrees, giving him a very creepy look. Gabby Gabby has three other dummy helpers, but Benson is easy to pick out by his red bow tie.

## Harmony

Gabby Gabby is devoted to Harmony, the store owner's little granddaughter. She watches Harmony's games, wishing she could be a part of them. When Harmony plays "teatime" with her tea set, Gabby Gabby silently copies her every move, lifting an invisible cup to her lips.



## Night patrol

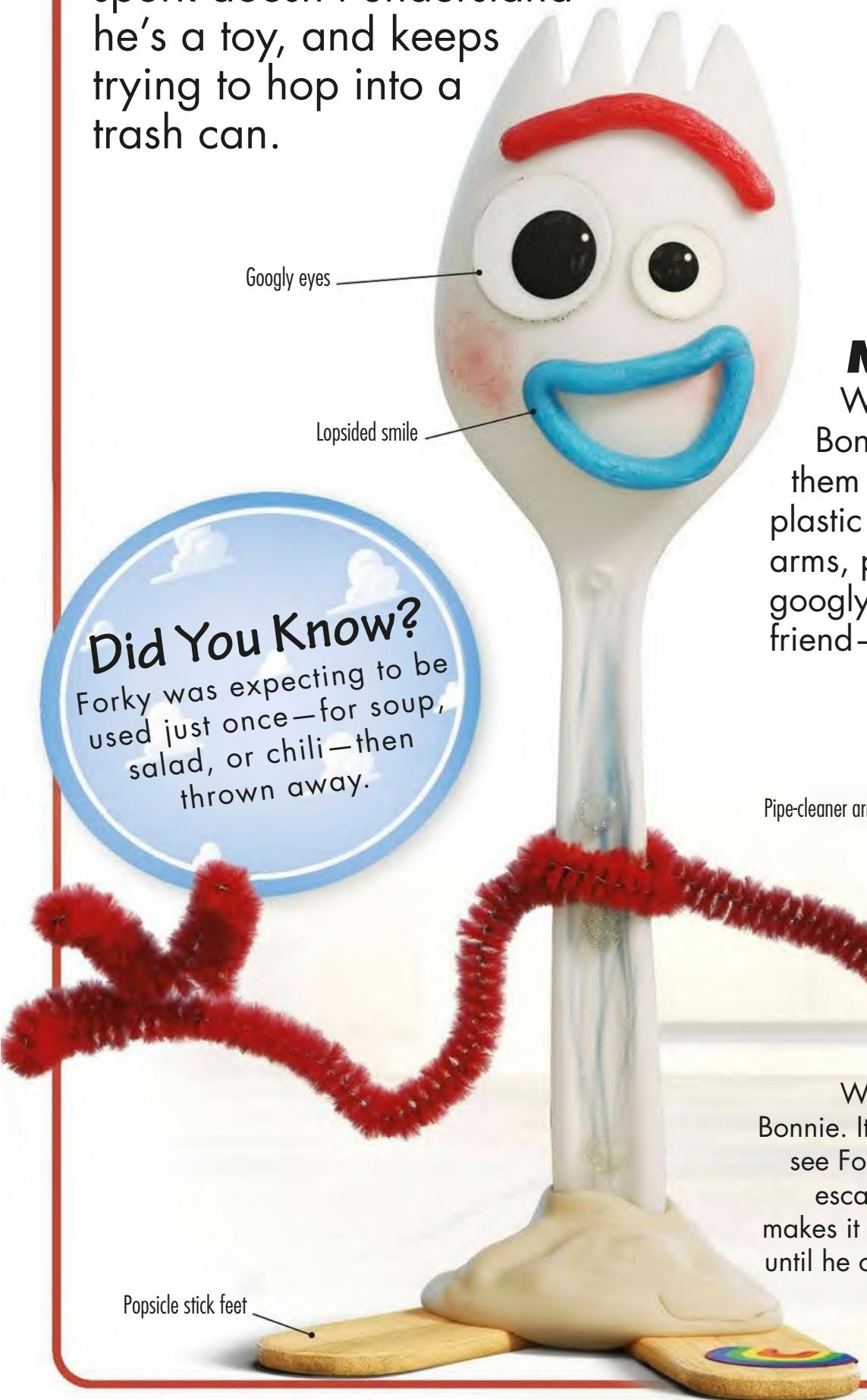
Each night, Gabby Gabby patrols the aisles in an old, squeaky baby carriage pushed by Benson, her assistant.

Gabby Gabby is excited to meet Woody, who is exploring the store. She's even more excited when she spots Woody's voice pull cord.

**Did You Know?**  
Gabby Gabby's voice box is a tiny record player set into a compartment in her back.

# FORKY

FORKY IS MORE than a plastic spork—to Bonnie, he's the best toy in the world. After he helps her through a tough day at kindergarten, Bonnie refuses to be parted from Forky, even sleeping with him in her hand. Sadly, the stunned spork doesn't understand he's a toy, and keeps trying to hop into a trash can.



4  
TOY

## Shocked spork

One minute, Forky is a used utensil snoozing happily in a nice warm trash can. The next, he's a googly-eyed toy being fussed over by an excited little girl. It's enough to put his prongs in a spin!

## Making a friend

When a kid at kindergarten swipes Bonnie's craft supplies, Woody retrieves them from the trash but scoops up a plastic spork as well. Two pipe-cleaner arms, popsicle stick feet, and a pair of googly eyes later, Bonnie has a new friend—Forky!



## Plastic pal

Woody cares a lot for Bonnie. It breaks his heart to see Forky always trying to escape from her. Woody makes it his job to toy-sit Forky until he can convince his plastic pal how important he is.





# GIGGLE McDIMPLES

TOY  
STORY  
4

AT JUST HALF an inch tall, Giggle isn't exactly the long arm of the law. This pocket detective lives in a police badge, drives a tiny car, and rides around on Bo's shoulder. Despite her size, Giggle has a big impact, tracking down lost animals with the Pet Patrol. She's funny, feisty, and never runs out of energy.



## Bo's backup

Giggle often rides with Bo, dishing out advice as well as practical assistance.

Never a toy to mince her words, Giggle doesn't hold back with her opinions. If she meets a bozo, that's exactly what she'll call them.

## Pet Patrol

From her cozy badge home, Giggle runs Pet Patrol like a well-oiled machine. First, she studies her lost pets chart. Next, she pieces together clues. Then off she goes, picking up pooches, collecting cats, and hunting down hamsters with smooth efficiency.



## Small wonder

Being the size of a cricket can be a big advantage to a detective. Not many sleuths can hide under a fallen leaf, or conceal themselves in the shadow of a plastic cup.

# DUKE CABOOM

HE LEAPS! He spins! He balances! He's Duke Caboom—Canada's greatest motorcycle daredevil! Duke can do all these amazing things, but sadly, he couldn't win the love of a kid. When he was unboxed, Duke's kid discarded him because he wasn't as exciting as the TV commercial suggested. For all his swagger, Duke still feels the hurt.



## Confidence boost

Bo needs Duke's help for a daring rescue jump, so she gives him a pep talk. His confidence boosted, Duke is back on his cycle in moments. When Bo asks if he can make the leap, Duke replies, "Yes I Canada!"

## Did You Know?

Duke may be a larger-than-life personality, but physically he is only half Woody's size.



## Motorcycle hero

With his twirling mustache, maple leaf cape, and polished helmet, Duke looks every inch the hero.

His winning smile and well-practiced triumphant poses are guaranteed to impress.

Hopefully, his motorcycle skills are still up to scratch.

Maple leaf belt buckle

## Disappointing Duke

The TV commercial showed Duke and his cycle whizzing effortlessly through a ring of fire and landing with a dash. The reality was different, as Duke's kid, Rejean, discovered.

Duke came up short, and soon found himself thrown out with the Christmas trash.

Sleek motorcycle



# DUCKY AND BUNNY

TOY  
STORY  
4

STUFFED TOYS Ducky and Bunny are prizes in a carnival game. For three long years, they've spent each day the same way—tied to the wall of prizes, waiting for a child to win them. Well, it might still happen! The squabbling stuffies bicker and argue constantly, but they can't be parted. That's because their wing and paw are firmly stitched together.

## Bunny

For a toy with such big ears, Bunny isn't very good at listening, or at least listening to Ducky. Nevertheless, the wrangling rabbit is always there by Ducky's side when the going gets tough. Thanks to their stitching, he has to be.



## Hanging out

Ducky and Bunny are furious when Buzz joins them on the wall of prizes. The snazzy space ranger has taken the top prize spot—their spot. Together, they swing wildly, hoping to kick Buzz into oblivion.

## Ducky

This fluffy yellow duck toy has a small body but a big voice—and he likes to use it. Ducky is always nagging Bunny, especially when Bunny doesn't notice he needs help with reaching something. He can be rather sensitive about his tiny legs!

## Did You Know?

Ducky and Bunny become Ducky and stucky when they try to follow Buzz through a narrow gap!

# COMBAT CARL JRS.

HUT! HUT! HUT! The three Combat Carl Jrs. travel as a unit. They move from area to area, treating each playtime like a military maneuver. Combat Carl, Volcano Attack Combat Carl, and Ice Attack Combat Carl love the outdoor life and rough play. Nothing beats the freedom of being lost toys—ownerless toys who can be played with by any kid who finds them.



## Combat wear

The Carls were made in the same factory from the same mold. Just their clothing varies. Volcano Combat Carl is dressed for extreme heat conditions and Ice Combat Carl is decked out for the cold. Only the original Combat Carl wears traditional fatigues.

**Did You Know?**  
Whenever the Carls take turns to high-five someone, Ice Combat Carl is always left hanging.

# FLIK

WITH HIS BRIGHT ideas and wacky inventions, Flik is no ordinary ant. But somehow his clever schemes always end in disaster. Tired of slaving for Hopper and his greedy grasshopper gang, Flik steps up to help his colony. He is especially eager to help Princess Atta, who he adores. However, things don't go according to plan ...



## Big city: here I come!

Flik is not only inventive, he's also brave. He has the courage to leave Ant Island and go to the city in search of bigger bugs to defend the colony.

## Brainy and brave

Flik convinces a troupe of circus bugs to help the ants and comes up with several plans to defeat the grasshoppers. However, when all the plans fail, Flik puts himself in danger to defeat Hopper. Flik's bravery inspires the other ants to be more gutsy, too.



## Did You Know?

Ants have the largest brains of any insect. Each ant brain has an amazing 250,000 brain cells, and the processing power of a small computer.

## Hopeless harvester

Flik builds a grain-gathering gizmo, but it turns out to be a grain-spilling gadget instead! Fortunately, Flik never gives up and soon has a new idea.

Head full of bright ideas

"I was just trying to help."

Spindly legs

## Victory fireworks!

With Hopper defeated, the ants say farewell to the circus bugs by firing grains into the air. It turns out Flik's grain-gathering gizmo does have a use after all!

# ATTA

A BORN WORRIER, Princess Atta has a way to go before she is ready to be queen of the colony. In fact, Atta feels totally antsy about the possibility of messing up royally and thinks that Flik is just making her job harder. Her heart is in the right place, though, and she just wants what's best for her subjects.



## A bug's love

Relieved that the colony is finally safe from the grasshoppers, Atta plants a big kiss on Flik's cheek. It's a dream come true for Flik, and Atta finally realizes that he is the bug for her.

**“The ants pick the food, the ants keep the food, and the grasshoppers leave!”**



## Mother and daughter

Although her mother is on hand for advice, it is time for Atta to make her own decisions. She has to prove that she has what it takes to wear the Queen's crown.

## Learning to lead

As a queen-ant-in-training, Atta takes her responsibilities very seriously—maybe too seriously. Her mother, the Queen, wants her to loosen up. In the end, though, it's Flik's brave example that helps Atta to become a true leader.



# DOT

a bug's life

THANKS TO HER tiny name and tiny size, Princess Dot gets teased a lot. She's the smallest member of the Blueberry Scout Troop and the other kids call her "Your Royal Shortness." Luckily, Dot's not short on determination. The little princess has faith in Flik and helps him to believe in himself just when he's ready to give up.



## Seeds of change

Flik tells Dot not to worry about being small—tiny seeds grow into giant trees. Later, Dot repeats these words to inspire Flik to return to Ant Island.

**"It's payback time,  
Blueberry style!"**



## High flyer

Dot's big frustration is not being able to fly. When she has to bring Flik back to the colony, however, her determination to fly finally takes her up, up, and away!



## Loyal fan

Dot thinks that Flik is the greatest, and that his inventions are super cool. In Dot's eyes, Flik can do no wrong, and her faith in him proves to be 100% on the dot! When Dot's big sister becomes Queen, the little ant inherits her princess tiara.

## Did You Know?

Little Dot is almost eaten by a bird, but Flik and the circus bugs save her! The little princess is a precious member of the colony.

# QUEEN

THE QUEEN IS a sensible ruler and a kind, reassuring mother to Atta and Dot. She is also as tough as nails. Although the Queen is loyal to the old ways, she is willing to try Flik's ideas, as long as they don't put the colony in danger.



**a bug's life**



## Queen's speech

Whether she's welcoming the circus bugs or thanking Flik, the Queen always has just the right words to say.

*“Well, my boy,  
you came  
through.”*

A royal wave

## Royal joker

The Queen has a good sense of humor and a practical view of life. She tells Atta how the grasshoppers come, eat, and then leave. That, she believes, is the ants' lot in life. However, Flik shows her that things can change.

**Old softy**  
The Queen never goes anywhere without Aphie, her cute little pet aphid. Maybe being a pet owner is what makes her so relaxed. She certainly loves to spoil Aphie, who adores her and laughs at all her jokes.

Elaborate flower crown

**Did You Know?**  
The Queen helps the circus bugs to trick Hopper by taking part in one of Manny's vanishing tricks!



# HOPPER

GANG LEADER HOPPER is as mean as they come. With a thick exoskeleton that creaks and rattles like armor, and spiny legs and feet, this big bully towers over the ants. However, Hopper has one major flaw—believing that he is smarter than everyone else.



## Hopping mad

Every fall, Hopper and his gang demand an offering from the ants. Thanks to Flik, the ants have no food this year, so the nasty grasshoppers invade the ant hill instead.

Hopper towers over the tiny ants

## A bug-eat-bug world

Hopper acts tough, but he knows that if the ants ever find out that they outnumber the grasshoppers, they will realize that they don't have to obey him.

Hopper does everything in his power to keep the colony afraid of him. He demands that the ants gather up twice as much food before the next leaf falls, or “someone could get hurt.”



## Bird food

Flik tries to scare Hopper with a fake bird, but the plan fails. So, when Flik leads him to the nest of a real bird, Hopper thinks it's another trick—until it's too late.

# MOLT

SOMETIMES IT'S hard to believe that Molt is Hopper's brother. Hopper always thinks before he speaks, but Molt's mouth doesn't seem to be connected to his brain at all (if he has one, that is). Molt never knows when to shut up, and he can be swayed into thinking just about anything.

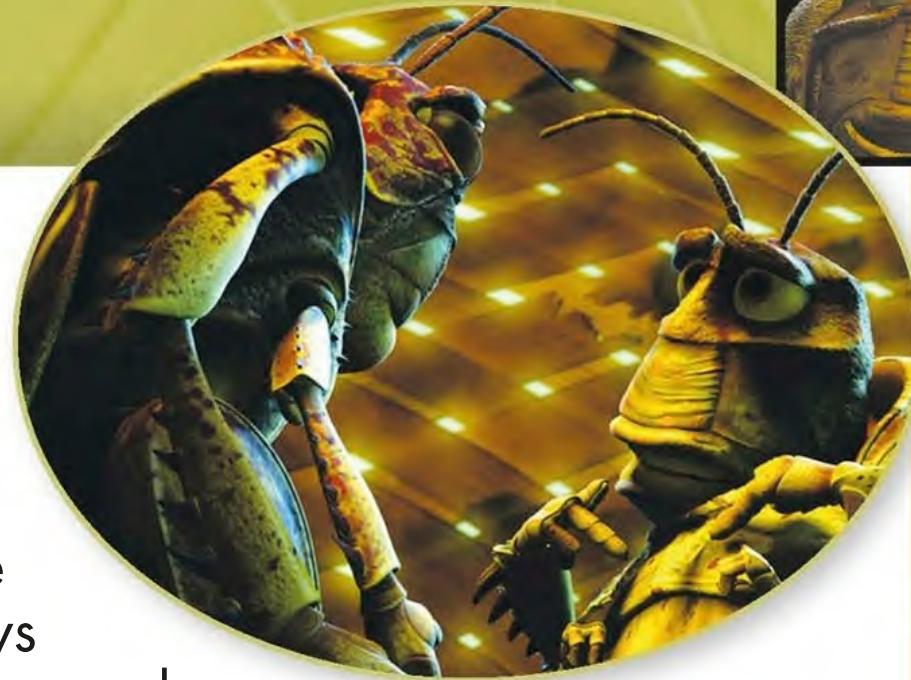
**"He's quite the motivational speaker, isn't he?"**



## Did You Know?

Molt makes a fresh start by joining P.T. Flea's circus as a strongman. He even gets a new nickname—Tiny!

Strong arms



**a bug's life**

### **Momma's boy**

Hopper admits he would have killed Molt long ago, if not for a promise he made to their mother on her deathbed.

### **Bungling brother**

Molt's always getting into trouble. His foolish chatter even reveals Hopper's fear of birds to all the ants. He might be stupid, but at least Molt survives to get a job with the circus, while Hopper becomes bird food!

### **Whoops...**

Even flying up and away like the other grasshoppers poses problems for Molt—the clumsy clod hits the ceiling!

Molt's skin is always flaking off



# FRANCIS

TOUGH-TALKING Francis may be a ladybug, but he is no lady! Unfortunately, his beautiful big eyes and pretty wing cases give many circus-goers the wrong idea. Anyone who mistakes this hot-tempered clown for a girl is in for trouble, though.



## Stick it to 'em

Francis is devoted to his friend Slim and, as the stick insect cannot fly, carries him on long journeys.



## Den mother

Francis finds that he loves spending time with the young ants of Blueberry Troop. He even teaches them how to gamble!



**"We are the greatest warriors in all Bugdom!"**

## Tough talker

In the big city, Francis is ready to fight anyone who suggests he's girlie, but on Ant Island, he gets in touch with his feminine side. When the Blueberry Troop make him an honorary den mother, Francis finally learns that having a soft spot doesn't make him a softie.

## Did You Know?

Francis used to play a flower in P.T. Flea's circus, but this didn't last long—two flies flirting with him quickly put an end to his budding career!

# HEIMLICH

HEIMLICH IS A mighty munching machine with a big appetite and a big dream—to become a beautiful butterfly. But when Heimlich finally does get his wings, they are too stubby to support his great bulk! Fortunately, happy Heimlich is too easygoing to let that bother him for long.



a  
bug's  
life

## Heave

It doesn't really matter if Heimlich cannot fly.

He has loyal friends to help him along the way.



## Fast food

Heimlich never misses an opportunity to devour a quick meal. On the way to the ant colony, he sneaks in some in-flight snacks.

“Bottle all gone.  
Baby wants pie!”



## Worm on a stick

Heimlich doesn't only spend his time munching and clowning around. He can be brave and loyal, too. He lets Francis and Dot use him as bait to tempt an attacking bird away, and he plays his part in standing up to the grasshoppers.

# MANNY

a bug's life



## Insectus transforminus!

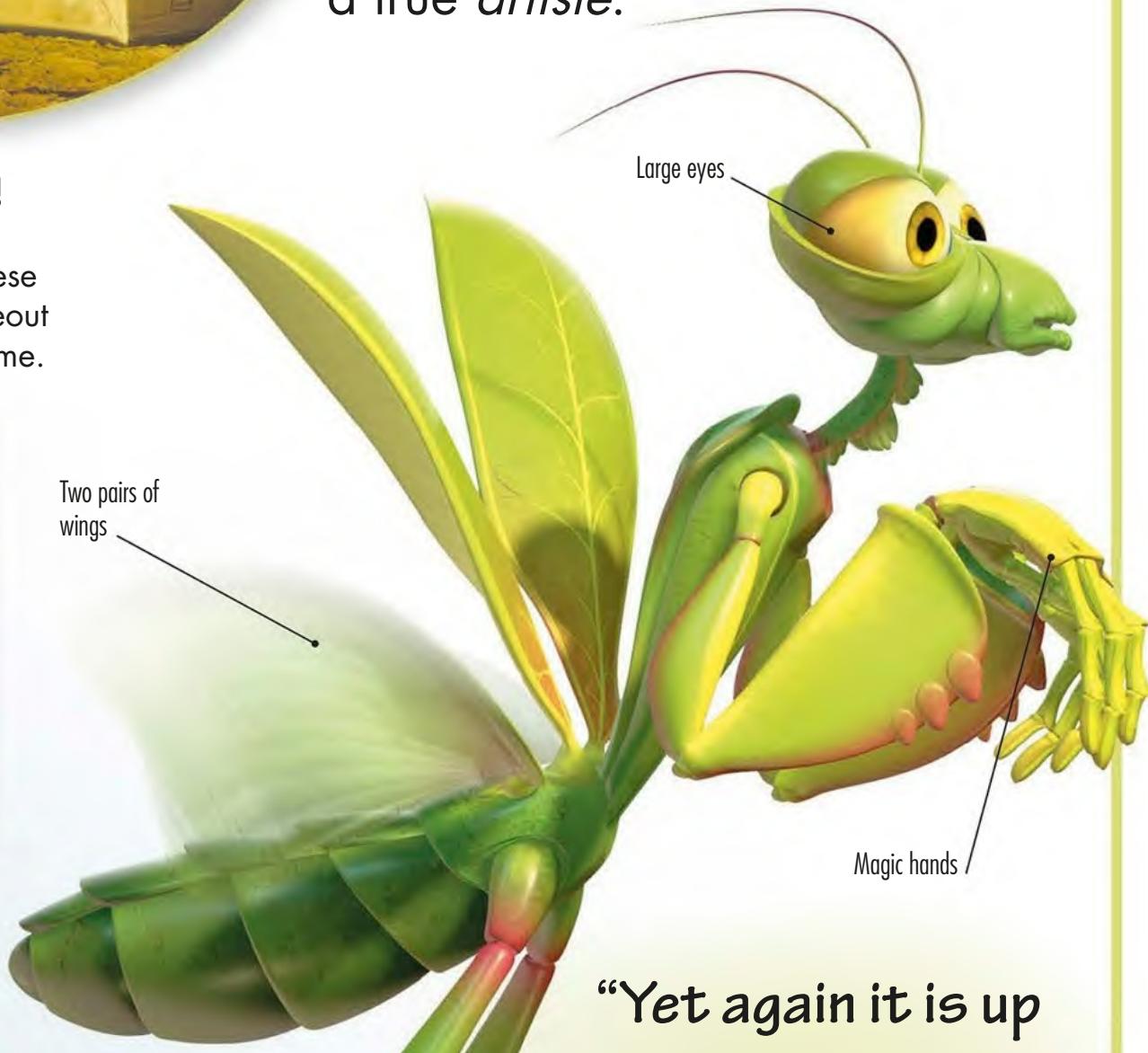
Manny's performance includes a transformation act using the Chinese Cabinet of Metamorphosis (a takeout box). It's a crowd-pleaser every time.



## Crystal balls

Manny and Gypsy's circus skills include pretending to see into the future.

MYSTICAL MANNY'S magic show is the high point of P.T. Flea's Circus. The praying mantis takes his art, and himself, very seriously. With his British accent and dramatic gestures, Manny considers himself to be a true *artiste*.



**“Yet again it is up to me to rescue the performance.”**

## Kind words

For all his seriousness, deep down Manny is a gentle soul. He finds the right words to soothe Flik when he feels low: "I've made a living out of being a failure," Manny tells Flik. "And you sir—are NOT a failure!"

# GYPSY

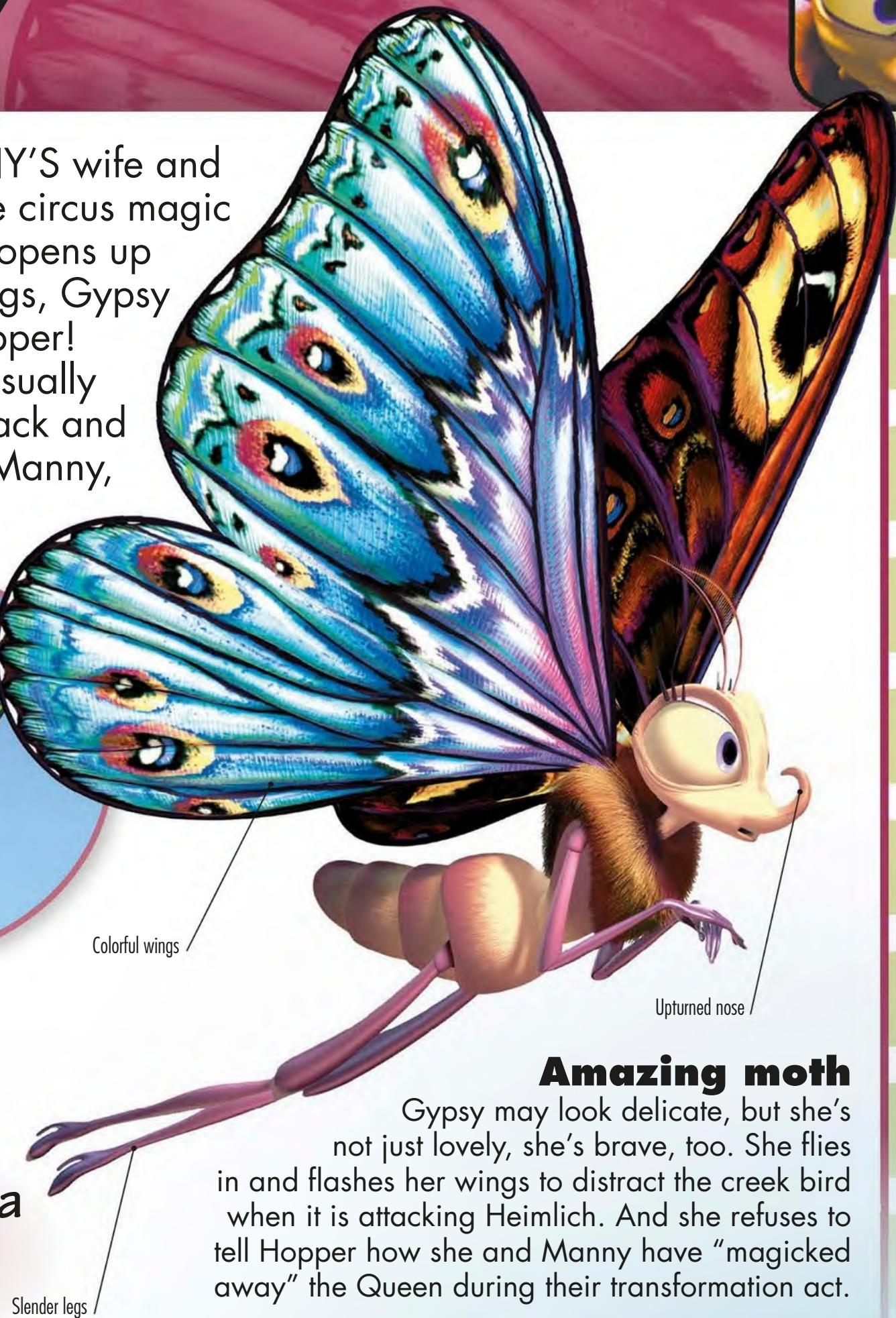
GYPSY IS MANNY'S wife and his assistant in the circus magic show. When she opens up her gorgeous wings, Gypsy is a real showstopper! However, she is usually happy to stand back and let her husband, Manny, take center stage.



## Off to Ant Island!

Gypsy is like a mother to the circus troupe. She often acts as their spokesbug.

**“Shh! He’s in a  
trance.”**



## Did You Know?

Female gypsy moths are usually bigger than males, but many of them cannot fly.

**Wise wife**  
Gypsy works hard helping Manny outside the circus ring as well as in it. Manny's head is so far up in the clouds, there's no telling how he'd ever manage without Gypsy's sensible guidance.



# DIM

FLIK'S FIRST SIGHT of Dim, the rhinoceros beetle, leaves him in no doubt that he's found a troupe of truly tough bugs. But despite his scary-looking horn and thundering size, Dim is a total sweetie who wouldn't hurt a fly.

## Did You Know?

Rhinoceros beetles are so-named because of their large horns. However, they cannot bite or sting, so they are harmless to humans.



### Safe flight

Dim's superior wing power allows him to airlift Dot, Tuck, and Roll out of danger during the bird attack.

Large horn



### The bugmobile

Dim may not be the brainiest bug, but he is dependable. His strength and size mean he also acts as the troupe's transportation. On Ant Island, he makes himself useful and popular by giving the young ants rides.



### Tender trainer

Rosie is Dim's trainer, but sometimes she is more like a mother to him. She looks after Dim and soothes him when he's hurt.

**"Dim don't wanna go."**

# TUCK AND ROLL



a bug's life



## Ta-da!

Tuck and Roll act as cannonballs in P.T. Flea's circus troupe. With their crooked smiles and waving legs, the pill bug pair end each routine with a flourish.

**You fired!  
You fired!**

## Did You Know?

Tuck pulls off one of Hopper's antennas and uses it in the troupe's final show!

NO INSECT CAN match this pair of energetic pill bugs when it comes to acrobatics and gymnastic feats. Tuck and Roll spend all their time tucking, rolling, somersaulting, flipping, and tumbling with tremendous zest.



## Baffled bugs

Tuck and Roll are from Hungary. Flik talks to them nonstop all the way to Ant Island, without realizing that they don't understand a word of English.



Roll has a unibrow

•

Hopper's antenna

•

Pill bugs have eight legs

•

## Tough twins

Tuck and Roll are a hot-tempered duo. They are always arguing and hitting each other. To onlookers, their squeaky squabbling is more entertaining than their tumbling. Even Hopper thinks it's funny.





# P.T. FLEA

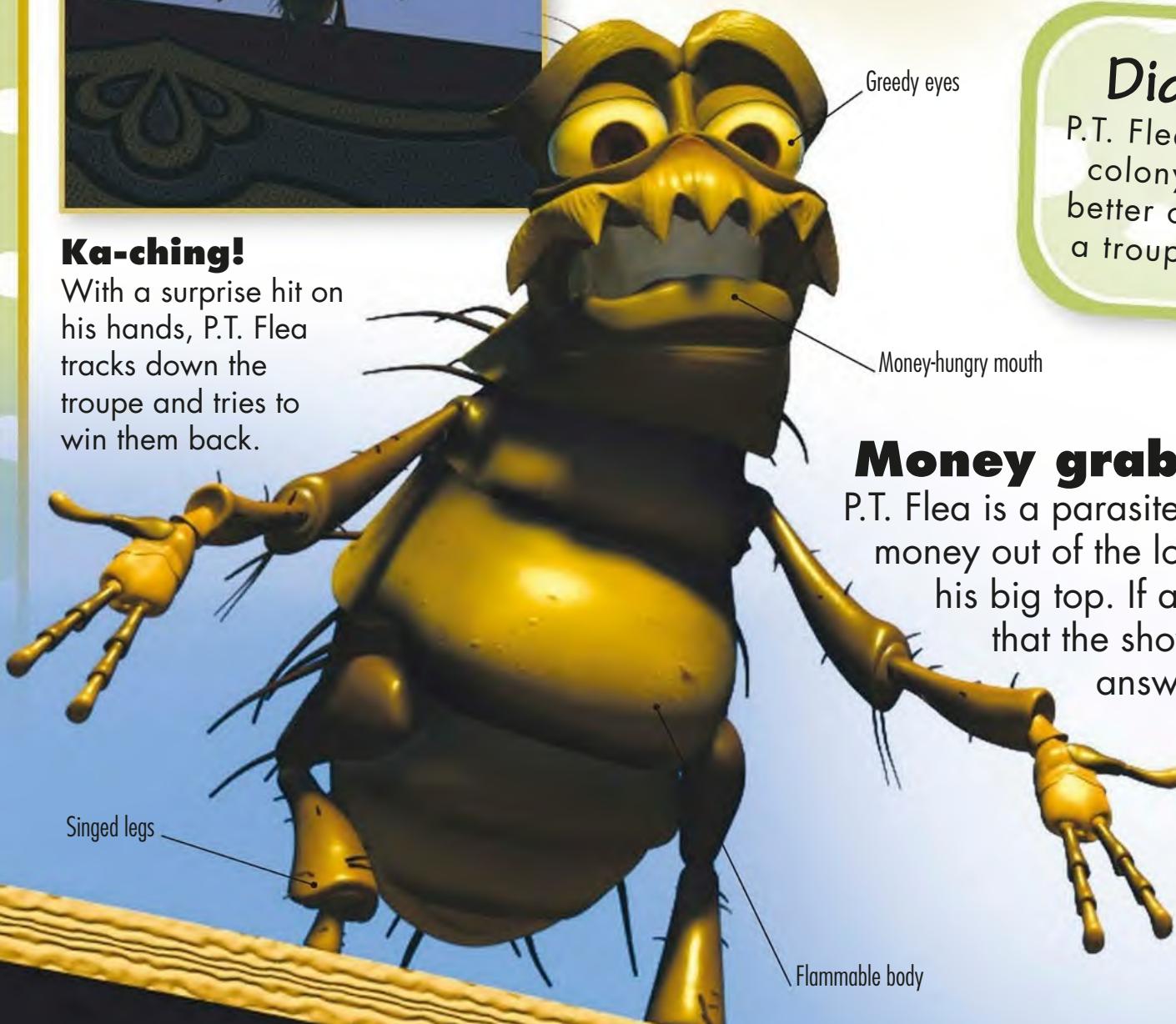
a bug's life

GREEDY CIRCUS owner and ringmaster P.T. Flea will do anything for money, including getting burned alive in the name of entertainment! The fiery flea spends most of his time yelling at his troupe, as they lurch from one disaster to another. Finally, he fires them!



## Ka-ching!

With a surprise hit on his hands, P.T. Flea tracks down the troupe and tries to win them back.



**“They’re gonna make me rich.”**



## Flea finale

The circus's "Flaming Death" finale begins with P.T. holding a lit match. It ends with his body being burned to a crisp. The audience loves it!

## Did You Know?

P.T. Flea returns from the ant colony with a bigger and better circus, now including a troupe of acrobatic ants!

## Money grabber

P.T. Flea is a parasite who squeezes money out of the low-lifes that visit his big top. If audiences complain that the show stinks, P.T.'s answer is simple:

"No refunds after two minutes."

His dream is to make the circus a moneymaking success.

# THUMPER

SNARLING THUMPER is less like a grasshopper and more like a mad guard dog. When Hopper doesn't get his way, he uses Thumper as a threat. Vicious and unpredictable, Thumper has to be kept on a leash—and even then, it takes two handlers to control him!



## Bad grasshopper!

Scary Thumper enjoys nothing more than terrifying others. But when the tables are turned, he reveals himself to be a complete coward. A smack from Dot and a roar from Dim is all it takes to make Thumper go from ferocious to frightened to fleeing in seconds!



## Size isn't everything

When the ants try to chase the grasshoppers away, Dot runs into Thumper. But the tough grasshopper gets more than he bargained for when he takes on determined Dot!

## Mighty muscle

Wherever Hopper is, Thumper isn't far behind, ready to do some damage.



**“Screech! Screech! Screech!”**

# SLIM

SARCASTIC AND A bit pessimistic, stick insect Slim has a fragile ego that is easily broken when people laugh at him. The problem is that he's a clown, so when an audience is laughing, it means that he has done a good job!



**“Francis,  
you’re making the  
maggots cry.”**

Long, sticklike head

Long, sticklike body

## A way out!

Slim is quick to accept Flik's offer to travel to Ant Island. He thinks it will be the perfect escape from a group of flies who are after Francis.

Long, sticklike fingers

## A friend indeed

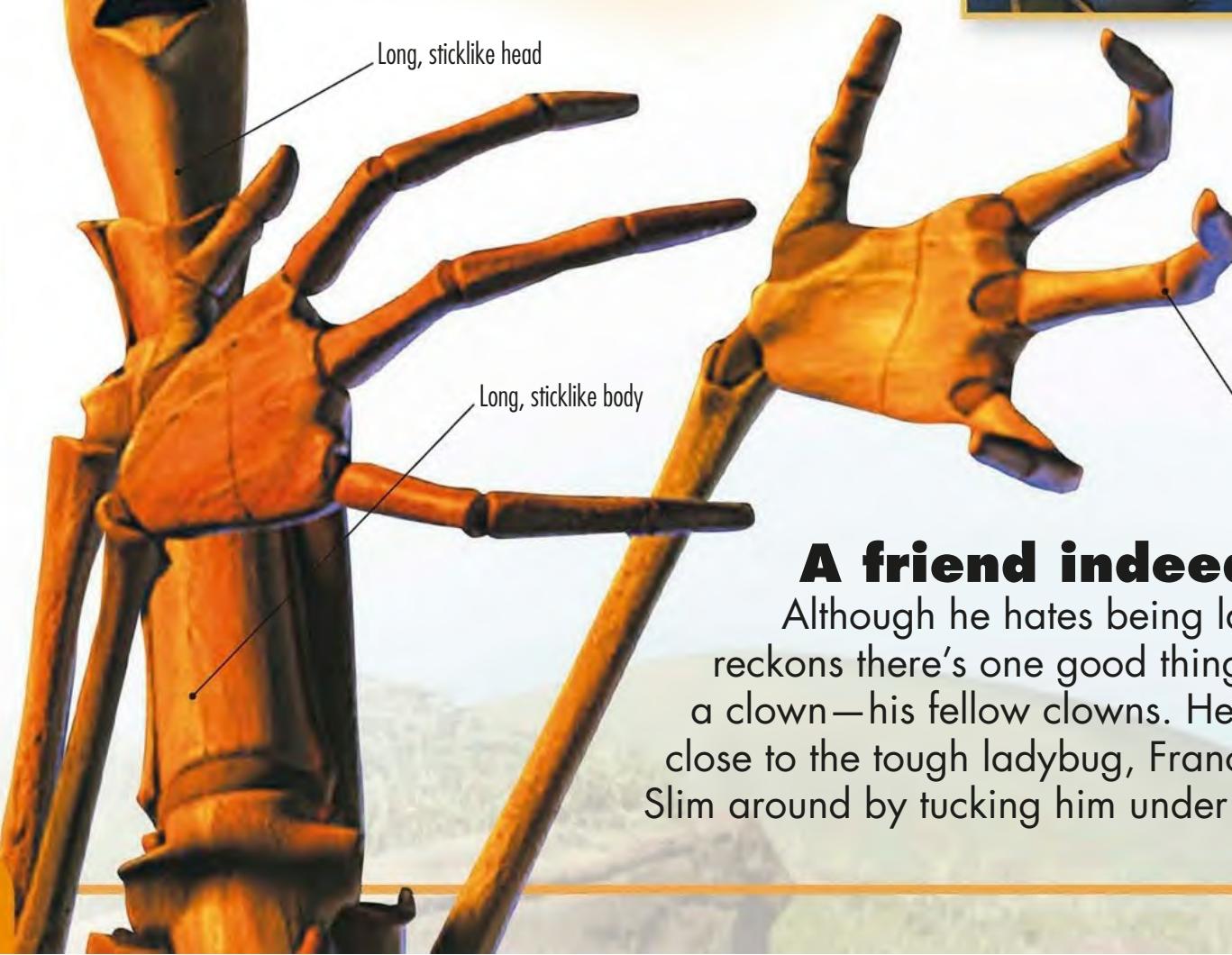
Although he hates being laughed at, Slim reckons there's one good thing about being a clown—his fellow clowns. He's especially close to the tough ladybug, Francis, who carries Slim around by tucking him under a wing.

## Did You Know?

Unlike regular stick insects, Slim does not have wings and cannot fly.

## Stuck for words

Slim thinks he has star quality, but he is usually cast as a broom, a stick, or a flower. Performing a “Spring flowers” routine with Francis is not his idea of show business!



# ROSIE



**BLACK WIDOW** spider Rosie is glamorous, talented, and hardworking. At the circus, she is mistress of the high wire and Dim's trainer. Rosie is a real team player and is always ready to help out the rest of the troupe.

## Misunderstanding

Like the rest of the troupe, at first Rosie doesn't understand what Flik is asking of them. She thinks he's a talent scout!

**“Come on everyone.  
Break a leg!”**



## Spider skills

Rosie can weave a web so fast it makes your head spin—a skill that's useful when rescuing her friends from sticky situations. She can cast out a lifesaving line in record time—or use her silken thread to tie up an annoying busybody, such as P.T. Flea.

## Rosie's role

In the “Flaming death” routine, Rosie's job is to spin the line that will save Tuck and Roll.

Stylish purple eyeshadow

Kind expression

Eight long legs

## Did You Know?

Rosie has bad luck with husbands—all 12 of them have died. This makes her a Black Widow widow!

a bug's life





# SULLEY

M  
R  
MONSTERS UNIVERSITY

MONSTERS, INC.

JAMES P. SULLIVAN, or Sulley, is the top Scarer at Monsters, Inc., a company that provides energy to Monstropolis by capturing the screams of children from the human world. Sulley is fierce on the Scare Floor, but off it, he's as friendly as he is furry.



Shaggy green and purple fur



## Dream team

As new Scare Students at Monsters University, it seems that Sulley and Mike are too different to be friends at first. But they soon become extremely close. Now, these best pals live together, work together, and hardly ever argue!

**“May the best monster win.”**



## New pal

Monsters believe that human kids are highly dangerous. At first, Sulley is scared of Boo. But he soon grows fond of her and finds a new way to power Monstropolis without scaring anyone—using children's laughter!

## Modest monster

Sulley is an A-list celebrity around Monstropolis, but he doesn't let fame go to his furry head. Sulley treats everybody the same, whether they're co-workers or monsters. He's just a regular guy!

# MIKE

FAST-LIVING AND FUN-LOVING, Mike is Sulley's Scare Assistant and best pal. He is a real ball of energy. You won't find Mike staying in and watching TV—unless it's to see himself in the new Monsters, Inc. commercial.



## Take the mike, Mike

When Monsters, Inc. changes from scaring kids to making them laugh, Mike puts his comedic skills to the test. Mike even resorts to swallowing his mic to make a child laugh. His jokes definitely need a little more work ...

**“Nothing is more important than our friendship.”**

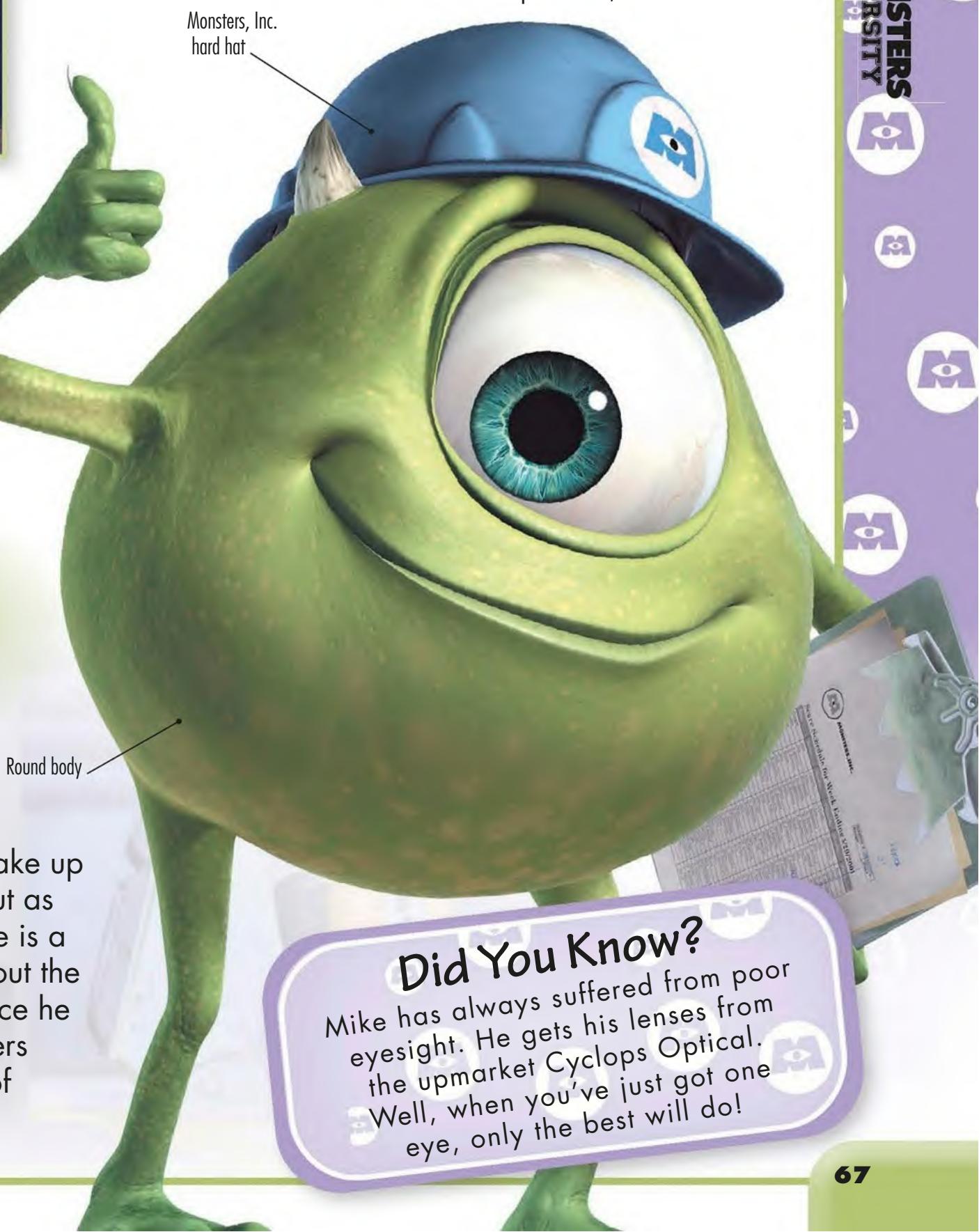
## Roar Recruit

Mike has plenty of skills to make up for the fact that he looks about as monstrous as a tennis ball. He is a quick learner and can bring out the best in those around him. Once he teams up with Sully at Monsters University, he becomes part of an unstoppable team.



## Monster love

Mike and his "Shmoopsie Poo" Celia only have an eye for each other. He treats her to dinner on her birthday and supplies her with an endless stream of compliments, which she loves.



## Did You Know?

Mike has always suffered from poor eyesight. He gets his lenses from the upmarket Cyclops Optical. Well, when you've just got one eye, only the best will do!

MONSTERS, INC.  
UNIVERSITY

M

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# RANDALL BOGGS

MONSTERS UNIVERSITY

MONSTERS, INC.

RANDALL BOGGS IS slimy, slippery, and disgusting—and that's just his personality. The meanest monster around, he's Sulley's main rival at Monsters, Inc. Randall is challenging Sulley for the position of top Scarer, but one thing's for sure—he'll never win any popularity prizes!



## Secret plan

Randall has created a top secret scream-extracting machine and he plans to test it on a human child. But until he finds one, Mike the monster will have to do!



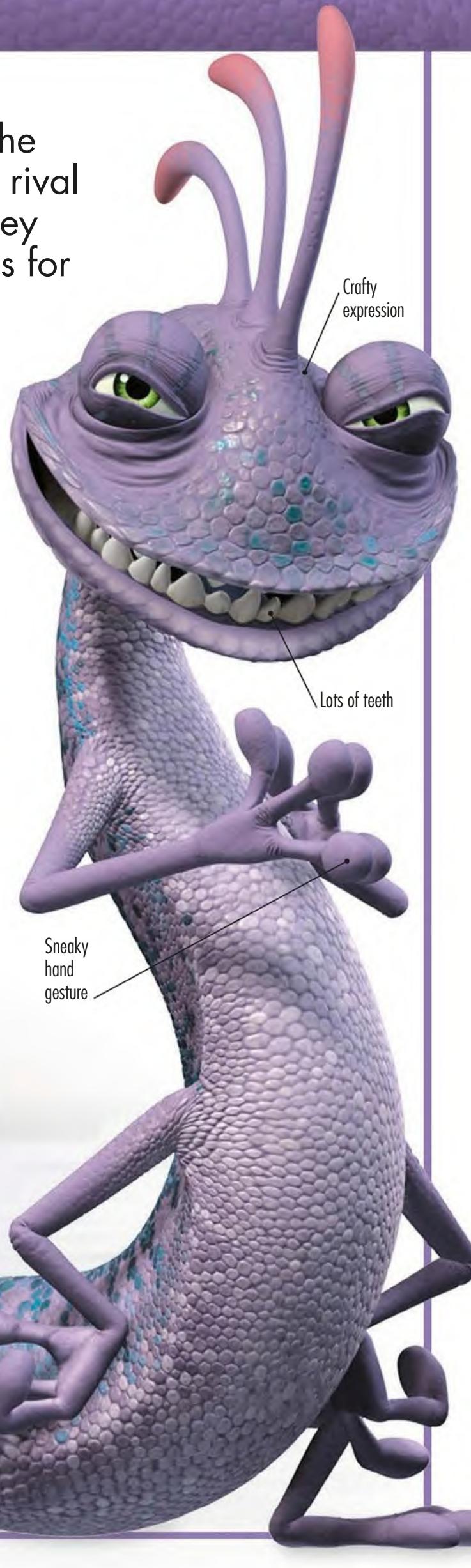
## Total transformation

Randall wasn't always a sneaky scarer. When Mike first meets Randy at Monsters University, he is shy, nervous, and sweet-natured. Randy admires his roommate's great determination.

## On the prowl

Repugnant Randall is a color-changing chameleon who can make himself almost invisible. The creep then creeps around scaring children and annoying his rival monsters.

Lizard skin



# MRS. NESBITT

MRS. NESBITT IS probably the least scary monster at Monsters, Inc. She runs the Monsters, Inc. school for young monsters with a perfect balance of firmness and understanding. Having four arms means the plump, purple-spotted monster can easily comfort more than one child at a time.



## All monsters allowed

Mrs. Nesbitt welcomes all monsters in her class. However, she might want to take a closer look at the purple "monster" with the eyes on stalks ...

## Teacher's pets

All the mini monsters love Mrs. Nesbitt. Although they can misbehave sometimes, they think she's a class act and the perfect teacher to keep an eye on them ... although her eyesight might need to be tested!

Squishy body perfect for giving monster hugs

## Did You Know?

Mrs. Nesbitt has worked at Monsters, Inc. as a teacher since the company first opened.

Sensible hairstyle



# CELIA

AS THE RECEPTIONIST at Monsters, Inc., Celia has learned to be super-efficient. She has to greet visitors, answer the phones, and make announcements over the intercom—sometimes all at the same time! It's a pity the five snakes on her head can't help her out.



## Mad monster

When Celia and the five snakes on her head get mad, Monstropolis had better watch out! Seeing that her Googly Bear—Mike—and Sulley are trying to escape from Randall, she makes sure she stops the horrible monster from catching them.

**“Oh, Googly-woogly, you remembered!”**

## Concise Celia

Celia has a no-nonsense approach in and out of the office. Although she loves a romantic night out with the apple of her eye, Mike, Celia keeps him on his six toes. If she senses that he is keeping secrets from her, she demands to know the truth—immediately!



## Did You Know?

The snakes on Celia's head have a mind of their own. They chirp when they are happy and hiss when they are angry!

Purple snake-hair

Fashionable fur collar

Scaly shift dress

Long, elegant tentacles



## True love

Celia and Mike are a match made in monster heaven. Although Mike sometimes makes her mad, she wouldn't change a thing about him.

# ROZ

DISPATCH MANAGER FOR Scare Floor F, Roz is a stickler for the rules. Just one dirty look from this stern-looking giant slug is enough to make all the Scare Assistants tremble with fear, particularly if they haven't handed in their paperwork on time.



## No sweet talking here!

Roz is immune to sweet talk—no matter how hard the assistants try, they just can't shift her permanent frown.

There's more to Roz than scowls and sarcasm, however, and she always seems to know exactly what's going on at Monsters, Inc. ...

**“I’m watching you Wazowski, always watching.”**

## Did You Know?

The CDA saves Monstropolis from human contamination. It works around the clock disinfecting monsters and eliminating human goods.



Permanent scowl

### Sharp-eyed slug

This sly slug is bossy and conscientious for a reason! As leader of the CDA (Child Detection Agency), she worked undercover at Monsters, Inc. to expose the scandal at the company.

Slimy slug body





# BOO

MONSTERS, INC.

BOO IS ONLY two years old, but she is very brave. The plucky youngster is not afraid to hang out with a bunch of the weirdest-looking oddballs you can find. Boo has a limited vocabulary of about three words, but she has loads of energy and laughs at the most unexpected things, including her monster friends!



## Monster disguise

When Boo gets lost in the Monsters, Inc. factory, she tags along with a group of young monsters being shown around the factory. Her monster costume helps her to blend right in.

Plastic tentacles

## Here Kitty, Kitty

Boo is a very curious child and loves to go exploring. This causes some stress for Sulley, her favorite monster and friend. Boo thinks he looks like a giant pussycat and calls him "Kitty."



## No more tears

Boo has a massive effect on Sulley and all of Monstropolis. Thanks to her influence, laughter rather than screams now fuel the city.

“Boo!”

Fake hair

## Did You Know?

One of Boo's favorite toys is her Yodeling Jessie Cowgirl doll.



# WATERNOOSE

PROUD, PROPER, AND pretty scary, Henry J. Waternoose is the boss of Monsters, Inc. The company has been in the Waternoose family for three generations, and Henry J. began his illustrious career on the Scare Floor when he was a young monster (a long time ago).

**“I’ll kidnap a thousand children before I let this company die!”**

## Fake friend

Underneath his professional exterior, Waternoose is actually dishonest and devious. He is facing a looming scream shortage and is under intense pressure to get his employees to collect more screams. He will do anything to make his company profitable again, even if it means betraying loyal friends like Sulley.



## Star pupil

Waternoose is proud of his top Scarer, Sulley, and often uses his super scare skills to show other monsters how it's done.

## Horrible Henry

Waternoose pretends to take care of Boo, but really he is planning to extract screams from her with the horrible scream extracting machine!





# GEORGE



MONSTERS, INC.

GEORGE IS ONE of the most laid-back monsters on the Scare Floor. Easygoing and popular, he isn't too bothered about being the best. George would much rather take it easy with the other Scarers and share a joke or two on the Scare Floor than be at the top of the Scarer Leaderboard.

## Mild monster

Some might say that George is a little too carefree and, consequently, this accident-prone monster often gets into scrapes. George is good friends with Mike and Sulley, and they often hang out together on the Scare Floor.

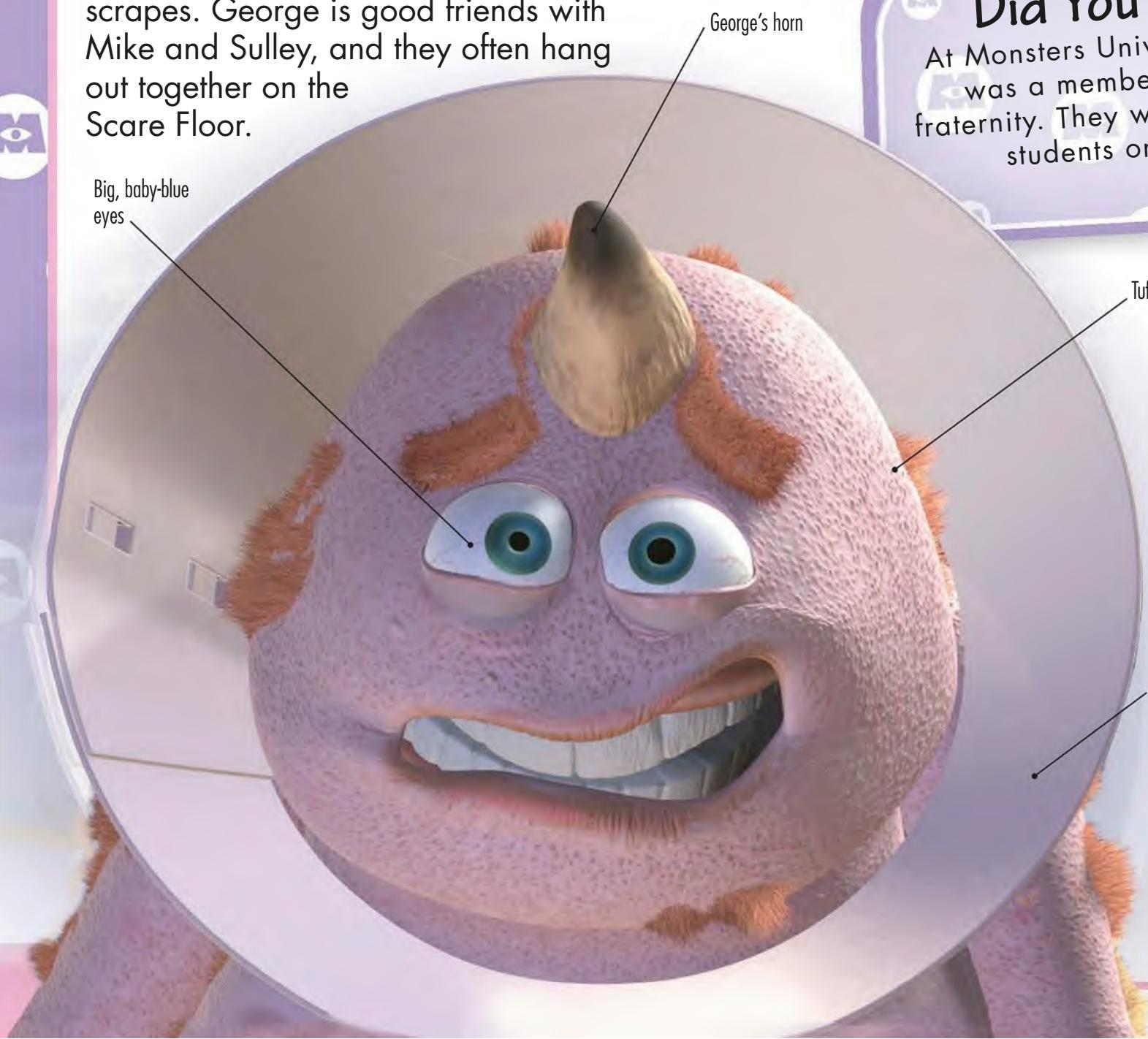


## Contamination

Trouble seems to follow poor George everywhere. When a kid's sock gets stuck to his furry back, the CDA is called immediately to catch the contaminated monster. George has a very close shave and loses most of his shaggy fur!

## Did You Know?

At Monsters University, George was a member of the JOX fraternity. They were the snarliest students on campus!



# CLAWS

PETE "CLAWS" WARD has the largest, sharpest claws on the Scare Floor, and he's proud of it! Each morning, Claws lovingly extends his talons to their full, terrifying length, ready for a great day of scaring.



## Dinnertime

After a hard day's work on the Scare Floor, Claws enjoys nothing more than getting his claws into a bit of sushi at *Harryhausen's* restaurant with his monster pals.

## Big softy

Claws isn't actually as fierce as he looks. Nearly being touched by a child can reduce him to a big, blubbering blue mess.

Officially the sharpest claws at Monsters, Inc.

Razor-sharp teeth

## Did You Know?

Claws is close friends with fellow Scareers George and Nick "Lanky" Schmidt.



# FUNGUS



GEEKY THREE-EYED Fungus has the terrifying task of being Randall's Assistant. His career may have blossomed with Randall's success, but the experience has made Fungus into a nervous monster. Secretly, he'd rather be inventing crafty contraptions than pandering to the loathsome lizard.



## Always on call

Fungus is clever and hardworking—well, he has to be, working for a demanding monster like Randall!



## Eyes wide open

Keeping Randall happy can be a terrifying business, and keeping his evil agenda secret is equally scary. Fungus has to keep all three eyes open, just in case something goes wrong.

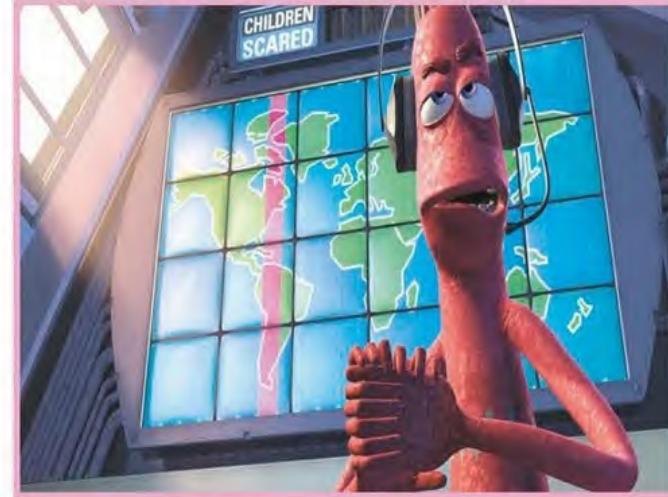


### Did You Know?

After Randall is banished to the human world, Fungus starts a new career making kids laugh for Monsters, Inc.

# JERRY

AS THE FLOOR manager at Monsters, Inc., Jerry ensures everything runs flawlessly on the Scare Floor. Luckily, Jerry is an organized guy, so panicking monsters, shredded doors, and contamination scares don't fluster him. He works hard to make sure that the maximum amount of screams is captured every day.



MONSTERS, INC.

## Scare challenge

Working on the Scare Floor is a challenge, but this doesn't frighten Jerry—in fact, he relishes his role as manager!

*"We may actually make our quota today!"*

### 3-2-1-action!

Jerry counts down the seconds left for the monsters to get to work and start scaring.

Communications headset

### Multiskilled

Jerry has learned to deal with all the monstrous egos on the Scare Floor, and he is regarded as a key employee at Monsters, Inc. He even has a speaking part in the firm's TV commercial.

### Did You Know?

Jerry has seven fingers on each hand—handy when he's doing countdowns for the monsters!



# NEEDLEMAN AND SMITTY

MONSTERS, INC.

NERDY NEEDLEMAN AND Smitty are the company janitors. This odd pair does lots of small but essential jobs, such as pushing carts of scream canisters and operating the door-shredding machine.



## A dirty job

Needleman and Smitty are a great team. They love their janitor jobs, even if the work is sometimes dirty—after all, they get to mingle with A-list celebrities like Sulley.

## Hard worker

Smitty is smitten with the stars of the Scare Floor, like Sulley—he thinks they are sooo cool. Smitty is a great monster to have around—he has a big heart and is always helpful.

Four arms are better than two



## Monster fans

Needleman and Smitty are the monsters' biggest fans, and their hero is Sulley. Whenever he speaks to them, they erupt into a fit of nervous giggles.

**“Quiet! You’re making him lose his focus.”**

## Not so needle sharp

Needleman isn’t the sharpest monster in the factory. However, he makes up for this with lots of enthusiasm, and he’s a valued member of Monsters, Inc.

# CHARLIE

CHARLIE IS GEORGE Sanderson's Assistant on the Scare Floor. With two protruding eyes on stalks, he is great at spying trouble. Unfortunately, Charlie's tentacles are a little trigger-happy—he calls the Child Detection Agency at the slightest sign of a problem.



**2319!**

Charlie likes to be in the center of the action at Monsters, Inc. He can often be heard shouting "2319" at the first sign of trouble. This is the code for an emergency, and makes the CDA come running.

Eyes on stalks always on the lookout for trouble

**Did You Know?**  
Charlie manages to make it safely back from the Himalayas!

## On the ball

Charlie is a very conscientious employee, but this has created problems for his clumsy friend George. Calling in the CDA resulted in George ending up on crutches with all of his fur shaved off!

## Banished!

Charlie gets along well with George, and the two firm friends always have fun working in the factory. But George is a little tired of visits from the CDA, and before Charlie can make another call, George pushes him through a door to the Himalayas!

Three tentacle legs





# DEAN HARDSCRABBLE

MONSTERS  
UNIVERSITY

A LIVING LEGEND, this dean casts a long shadow over Monsters University. Dean Hardscrabble believes that monsters exist only to scare, and without that power, they are nobody. Having decided that Mike isn't scary, she considers him finished in the Scaring Program.



**“Scariness is the true measure of a monster.”**

## Did You Know?

Hardscrabble founded the Scare Games when she was a student, and won four years in a row!

Scary, skittering legs



### Record holder

The dean's most precious possession is the can that contains her record-breaking scream. This souvenir of her great career is accidentally wrecked by Mike and Sulley.

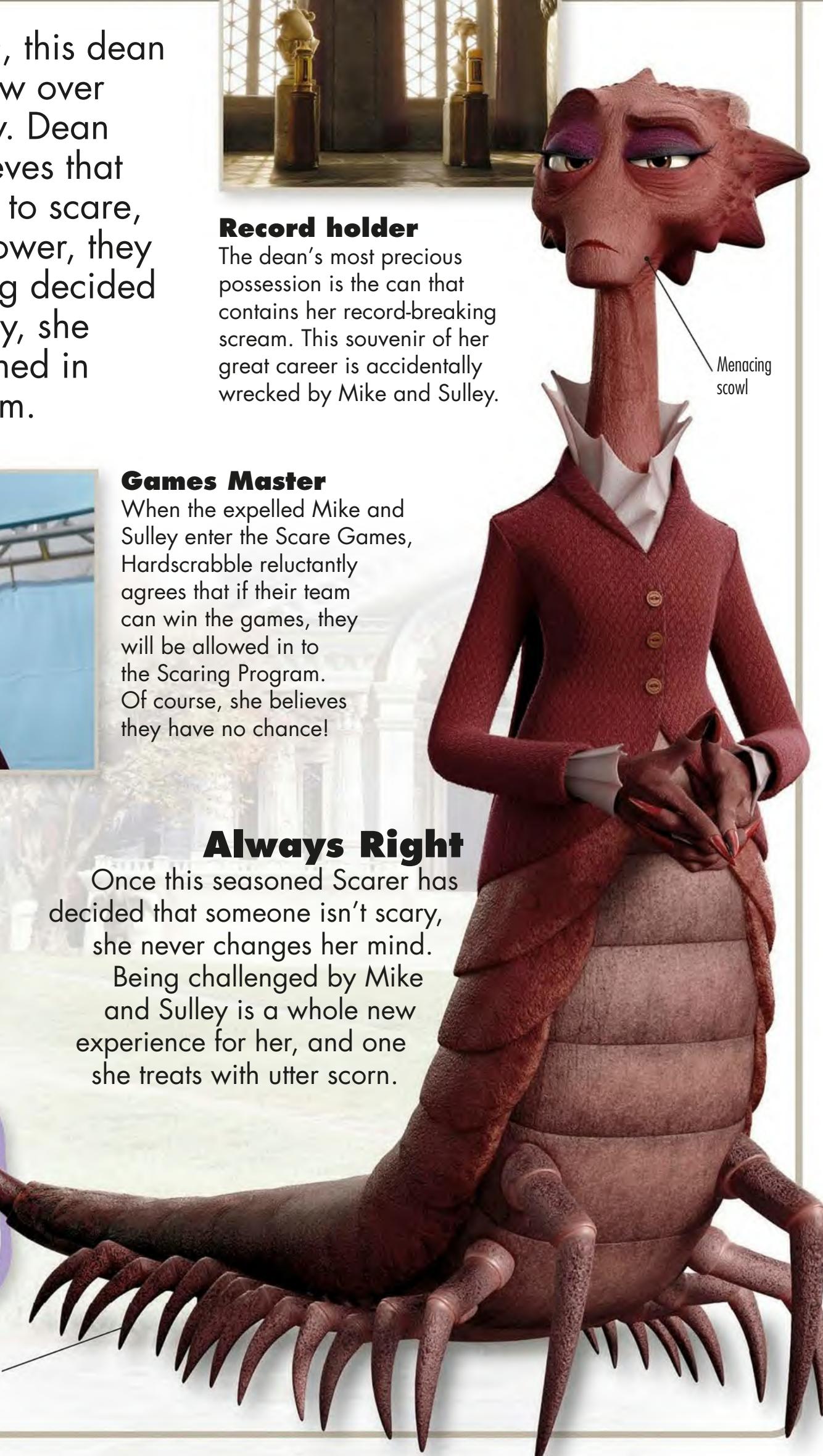
Menacing scowl

### Games Master

When the expelled Mike and Sulley enter the Scare Games, Hardscrabble reluctantly agrees that if their team can win the games, they will be allowed in to the Scaring Program. Of course, she believes they have no chance!

### Always Right

Once this seasoned Scarer has decided that someone isn't scary, she never changes her mind. Being challenged by Mike and Sulley is a whole new experience for her, and one she treats with utter scorn.



# JOHNNY WORTHINGTON



TOP SCARE STUDENT and president of the popular Roar Omega Roar fraternity, Johnny is the monster who seems to have everything.

With brains as well as brawn, he rules the roost on campus and decides who is in the "in-crowd" and who gets left behind.

*"RORs are the best Scarers on campus."*



## Big Bully

Mike is one of the main victims of Johnny's nasty side. The big college hero just can't stand little guys who don't know their place. He sneeringly calls Mike "Killer" and "beach ball."



## Team ROR

Johnny and his pals at ROR are all from rich, important families. They are cool, easygoing guys—while everything is going their way. But they turn nasty really fast if someone tries to outdo them.

## Prankster

Sneaky Johnny uses a cruel sense of humor to put his enemies down. When Oozma Kappa impress in the Scare Games, he embarrasses them by tricking them into appearing in a cute photo with glitter confetti, flowers, and stuffed animals!

MONSTERS  
UNIVERSITY





# SQUISHY

MONSTERS  
UNIVERSITY

CHILDLIKE AND CHEERFUL, this nervous 19-year-old is the heart and soul of the Oozma Kappa gang. Squishy loves to make new members welcome, and if there is anything he can't personally provide, then his mom is happy to step in.



## Squishy snaps

Squishy rarely raises his voice, but he does get agitated when his mom is slow to drive off after their trip to Monsters, Inc. Ms. Squibbles won't be rushed—she needs to check that all seat-belts have been fastened, and then wants to offer everyone a piece of gum!

OK sweater  
knitted by mom

## Games Hero

Squishy has a gift for fading into the background. It sure comes in handy in the "Avoid the Parent" Scare Games event, when he evades the librarian and takes the flag for his team!



## Sulley Fan

Squishy is thrilled to have some real scary monsters in the gang—the OKs are sure to do well in the Scare Games with Mike and Sulley on board.

*"I've never stayed up this late in my life!"*

Five eyes see  
more than one  
point of view



Soft feet for  
creeping up on  
people

# DON CARLTON

THIS MILD-MANNERED monster is the president of the OKs. Don learned a lot from his early years as a salesman—mainly that he wasn't wanted anymore! Now he has enrolled at MU as a mature student, seeking a new start.



## Top Don

Don's leadership skills shine when the OKs make it to the Scare Games final. He steps out first in the head-to-head against ROR, and earns a high score in the simulator—putting OK in the lead!



## Keep it down!

Deluded Don believed he was the master of the silent scare, until he found out just how noisy his suckers can be. His real talent lies in using them for hanging around in unexpected places!

## Living the dream

Don has a permanently positive outlook on life: When he was let go by his sales company, he refused to throw a pity party and give up! Now he is learning about computers and getting reschooled in Scaring.



## Did You Know?

One habit the ex-salesman can't quit is his fondness for handing out business cards. After his successes in the Scare Games, his cards now read "Scarer," rather than "Sales."



# TERRI AND TERRY

THEY SAY THAT two heads are better than one, but this split personality isn't always so sure! One thing the Oozma Kappa brothers Terri and Terry Perry do share is a love of bickering—and a dream of becoming Scarers.



## Party monsters

Terri and Terry have a gift for elaborate dance routines, but can't always agree on when or where to perform them. The failed routine usually ends with an argument and public humiliation.



## Disco ball drop

Terri and Terry plan a disco ball welcome party for new members Mike and Sulley. When it crashes straight to the floor, they confess they've never had a real party!

**“You should wake up embarrassed!”**

## Double Trouble

Despite being physically inseparable, these brothers have very different personalities. “Terry with a ‘y’” is older by several seconds, and sees himself as the wise, old cynic of the duo. “Terri with an ‘i’” is the naïve youngster who often gets put in his place.

But they can work together; their misdirection skills help the OKs confuse the librarian in the second Scare Games challenge.



# ART

A creature of mystery, this new age philosophy student is a loyal member of Oozma Kappa. In a time of crisis, he can always be relied upon—to do something unexpected and bizarre!



## Dream Keeper

Art keeps a dream journal. It's a kooky habit he thinks everyone should practice—he even gives Mike and Sulley their own books to do it in.

## Confession!

When nearly caught on the roof of Monsters, Inc., Art shocks his pals by confessing that he was once in prison!

Gapped teeth



Purple fuzz



## Meditation Guru

Art is scared of working-out because he claims he is frightened of getting too big. He prefers meditation and yoga to exercise—as long as he can do it in his own unique way.



## Did You Know?

Art has a weird curiosity about everything—including touching the highly toxic glow urchins he was told to avoid in the first Scare Games event!

## Mystery Monster

Prone to dropping baffling remarks about his past and hobbies, Art claims to have an extra toe (not that you can see it). He is also fond of sewer 14, which he says is his favorite of all the sewers on campus.



MONSTERS  
UNIVERSITY



# NEMO

A CUTE CLOWNFISH, Nemo lives with his devoted dad, Marlin, on a beautiful coral reef. Born with one small fin, Nemo is always eager to show his dad he can do anything other fish can do. One of his main tasks in life is to convince Marlin to lighten up and learn to trust others.

***“I can do it, Dad.”***



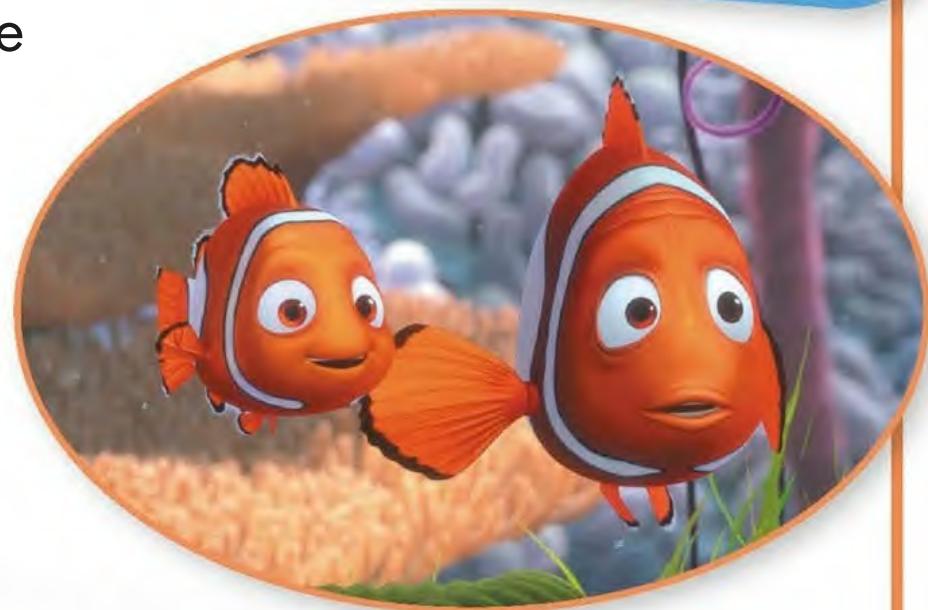
## In the tank

Nemo is scared of the fish in the aquarium at first. However, he soon learns that the Tank Gang are all lovable in their own weird ways.

Lucky fin

## Caught!

On Nemo's first day of school, he was caught by a human diver and taken to live in an aquarium! Dory helped Marlin find him, and now the trio lives together in the coral reef.



## Did You Know?

Most clownfish, like Nemo and Marlin, live in anemones. Their scales have a special coating that protects them from the anemones' toxic fronds.

## Best buddies

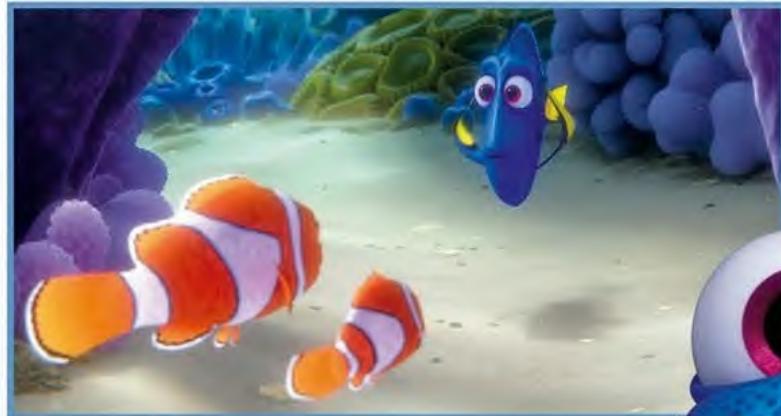
An only fish, Nemo has always been very close to his dad, Marlin. The pair would be lost without each other—and Dory!

White stripes make Nemo harder for hungry predators to spot

Nemo uses his tail to push himself along

# DORY

DORY MAKES FRIENDS everywhere she goes. The trouble is, she suffers from short-term memory loss, so she often forgets sea creatures as soon as she meets them. Dory loves helping others—she helps Marlin find Nemo when he goes missing. One day, Dory remembers she has her own problem—she has lost her family!



## New family

To find her folks, Dory needs the help of Nemo and Marlin—two clownfish who have become her new family.



FINDING  
**NEMO**  
**DORY**

Big eyes to see in  
murky places

## Down with the kids

Dory is a natural with kids, and turns Marlin into a legend of the seas when she tells the young turtle dudes all about his incredible adventures.



**“I think I lost  
somebody, but I  
can’t remember.”**

## Deep Dory

Dory is loaded with hidden talents. She can read human and she can also speak whale, which comes in handy when you're trapped inside one! When faced with the unknown, her motto is: "Just keep swimming."

### Did You Know?

Dory is a regal blue tang. These fish have a powerful smell and can be poisonous, causing sickness and headaches if eaten.



# MARLIN

**FINDING DORY**  
**FINDING NEMO**

MEET THE MOST overprotective parent in the sea! He is one of the biggest worriers, and he can't stop giving out safety tips. He is dedicated to bringing up his son Nemo, and also to being there for Dory. Deep down, he is incredibly brave—once he crossed the ocean to find his lost son.

*"I didn't come this far to be breakfast!"*

A special layer of goo protects clownfish from anemone stings



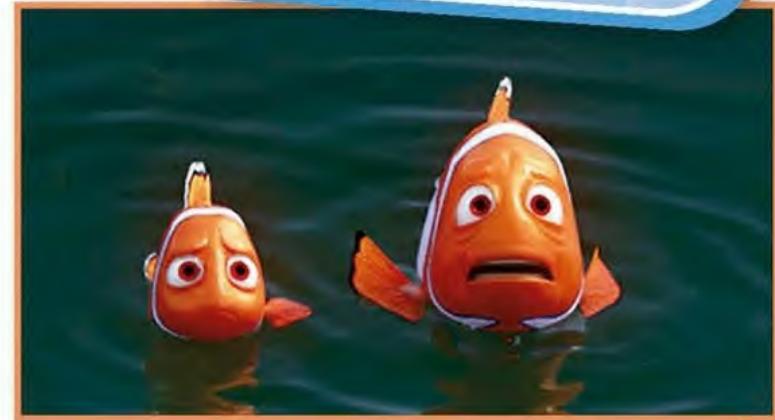
## Meeting Dory

It was a life-changing moment for Marlin when he first met Dory. She helped him to find Nemo and she taught him to never give up.



## Did You Know?

Clownfish live in the Indian and Pacific Oceans.



## Gloomy gills

When Marlin sees Dory taken safely into the Marine Life Institute, he worries it is a restaurant. Marlin always expects the worst!

## No clowning around

One of the problems with being a clownfish is people expect you to be funny. Marlin is not good at telling jokes and tends to see the downside of any situation. Luckily, Nemo and Dory always put a smile on his face.

# CORAL

WITH A NEW home on the reef, a sea view, and several hundred babies on the way, Coral seemed to have a sweet life in store for her—that is, until the dark day a big barracuda stopped by for dinner. In a terrible attack, Coral's dreams turned into a nightmare.

## Did You Know?

Clownfish produce anywhere from one hundred to a thousand eggs.

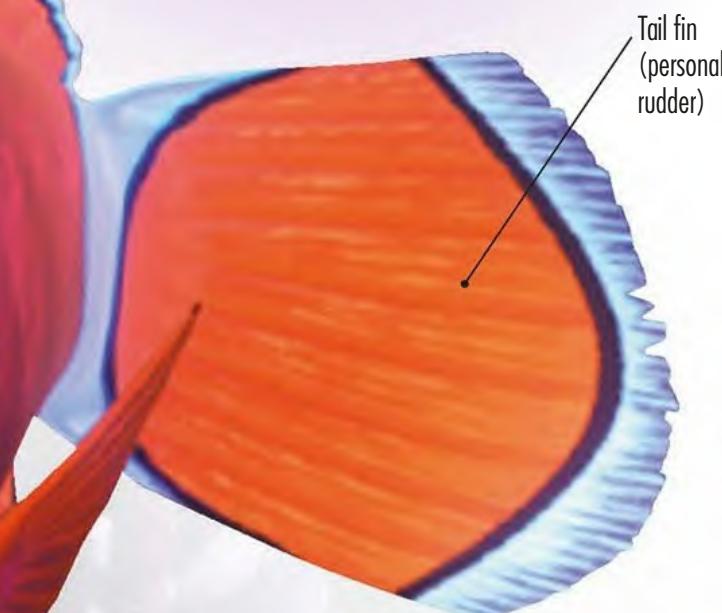
Hopeful expression



## The name game

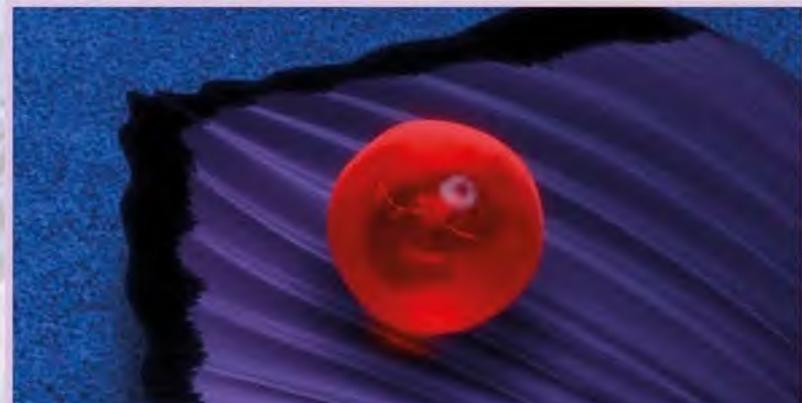
When Coral and Marlin visit the cozy hideaway of their big clutch of eggs, the only problem they can foresee in life is finding names for all of them.

“There’s over 400 eggs. Odds are, one of them is bound to like you.”



## Hatching Nemo

Sadly, just one of Coral's eggs survives the terrible barracuda attack. Tiny Nemo keeps happy memories of Coral alive for Marlin.



## Courageous Coral

Coral showed amazing courage in trying to protect her family, but she was gobbled up along with her eggs—well, all except one. The sole survivor was cherished by the heartbroken Marlin, and given a name that Coral liked: Nemo.

# MR. RAY

FINDING  
DORY  
NEMO

MR. RAY IS MORE than just a teacher to his pupils at the Sandy Patch School. He is also an explorer of the seas. Full of enthusiasm, Mr. Ray is an inspiring educator who loves to lead his class in song, using catchy songs to help them remember fascinating facts.

## Did You Know?

Rays are related to sharks and are known to be intelligent creatures.

### Pupil carrier

Transporting pupils on his wings, Mr. Ray knows that his class will always be safe. At the reef, he lets them scatter and look around.

“Climb aboard,  
explorers!”

### Class helper

Although she is an eager class assistant, Dory is not always very helpful to Mr. Ray. She has trouble remembering facts and can wander off into trouble on class trips.

White dots help rays to hide in sand on the sea floor

Winglike fins for gliding through water



### Ray of light

Mr. Ray thinks of his charges not just as students, but as fellow undersea explorers. When teaching, he uses catchy rhymes to get across key facts: “Seaweed is cool, seaweed is fun, it makes its food from the rays of the sun!”

# NEMO'S CLASS



**FINDING  
NEMO**

NEMO'S CLASS IS made up of all kinds of reef fish. The children all seem to get along, but Mr. Ray has two strict rules that the students must follow: Learn and have fun! On his first day at school, Nemo makes three new friends.



## Dare scare

The three friends are dismayed when they lose their new friend Nemo on day one. A game of "touch the butt" (meaning the bottom of a boat) goes seriously wrong.

Sheldon could sneeze at any moment

## Sheldon

Sheldon is  $H_2O$  intolerant, so water makes him sneeze.

That's an embarrassing problem for an ocean dweller!



"Awwww!  
You guys made  
me ink!"

## Did You Know?

Unlike most species, the male seahorses, not the females, give birth to babies!

False "eyespots" fool predators

## Tad

Tad the butterfly fish gets bored if he isn't the center of attention.

He often makes trouble in class and has to stay back and clean the eraser sponges.



Like any octopus, Pearl inks when excited or frightened

## Pearl

This sweet little flapjack octopus has a small problem—when she gets excited, she squirts out ink. This might lead to a bit of teasing at school, but one day this skill could save Pearl's life from predators.



# GILL

THE MOODY MASTERMIND of the Tank Gang, this Moorish idol fish believes that his kind were never meant to live in a box. From his lair in the plastic skull, Gill constantly dreams of freedom. He is never short of an escape plan—no matter how crazy and dangerous it is.

## Did You Know?

Moorish idol fish have colorful stripes, which help them to hide in the reef.

**“All drains lead to the ocean, kid.”**

### **The mastermind**

When Nemo arrives, Gill senses a promising new recruit and gives the clownfish a nickname: Sharkbait. Gill puts Nemo in peril with his daring plans, but when it really counts, the wily leader risks his life to set his friend free.



### **On the lookout**

Gill may lay low most of the time, but his brilliant mind is always scheming. A deep thinker, he knows that all drains lead to the sea—and freedom.

Thin body for slipping in among the crannies of coral reefs

# BLOAT

BLOAT LOOKS LIKE any regular fish—until he gets mad, that is. When this short-tempered blowfish blows his cool, he puffs up into a spiky ball of rage. When Bloat was little, his big brother used to use him as a football, which just made him madder!

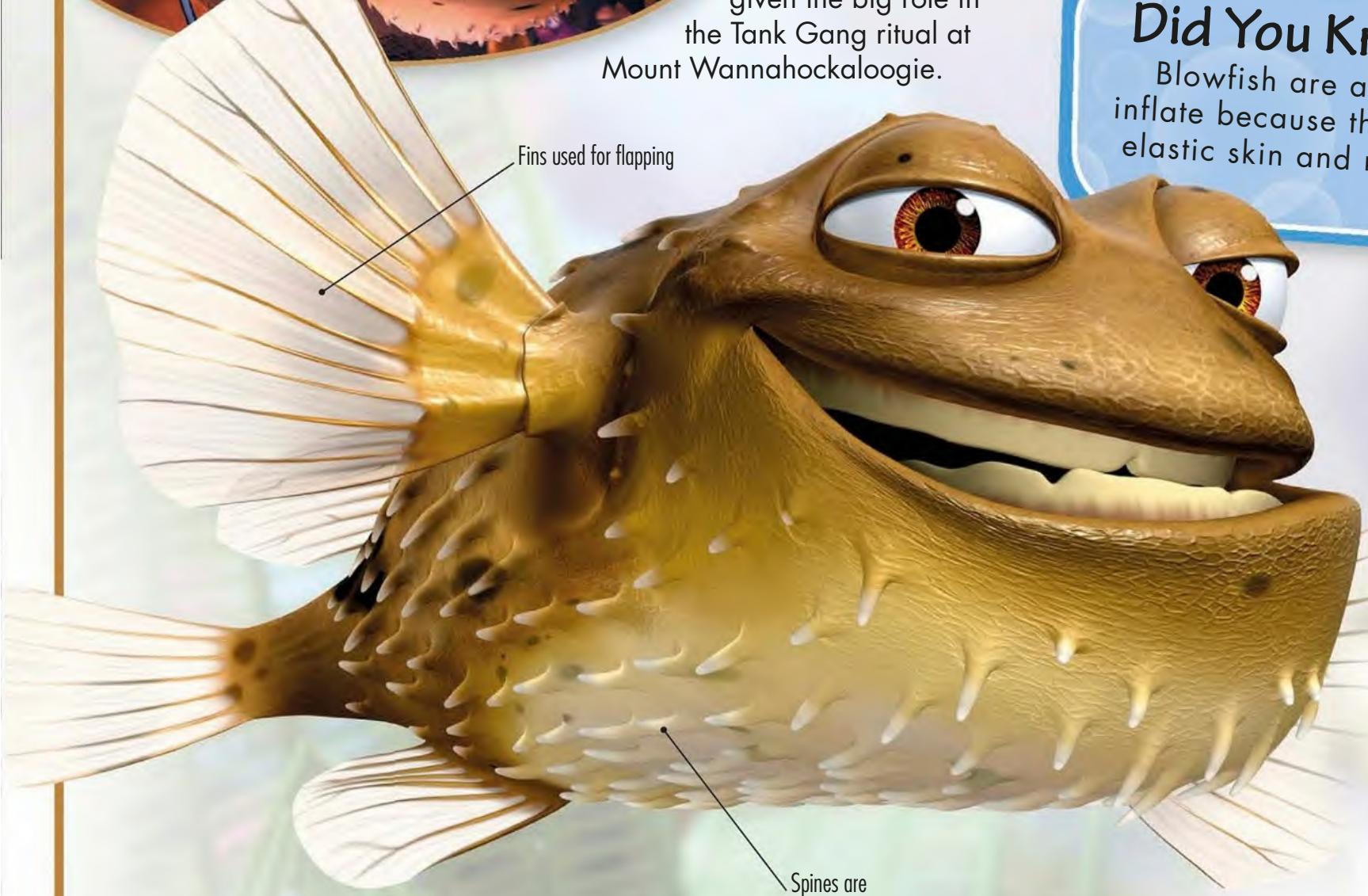


## Fit to burst

Gill eventually leads the Tank Gang to the open ocean. When Bloat inflates excitedly, it is a tight squeeze in his plastic carry bag.

## Brother bloat

Bloat puffs up with pride when he is given the big role in the Tank Gang ritual at Mount Wannahockaloogie.



## Did You Know?

Blowfish are able to inflate because they have elastic skin and no ribs!

**“You must pass through the Ring of Fire.”**

Bloat's inflatable body is useful in an emergency, and he uses it to knock over the plastic volcano in one of Gill's escape attempts. The blowfish is an expert on extreme fish and master of ceremonies at the Ring of Fire initiation ceremony.

## Ball of energy

# DEB AND FLO

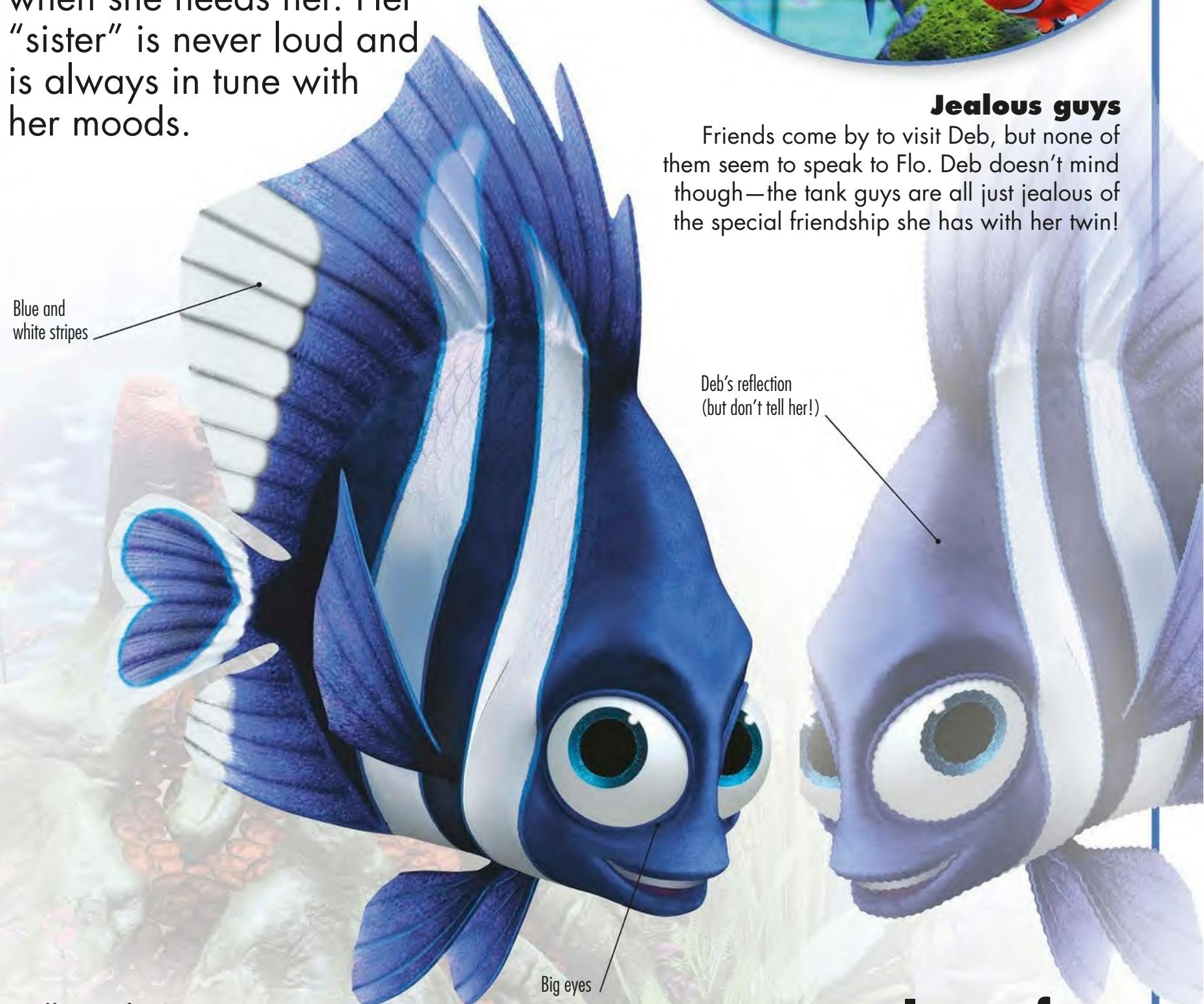
FINDING  
**NEMO**

THIS HUMBUG FISH never feels lonely because she is convinced that her reflection is her identical twin sister! Deb finds Flo to be a loyal companion who is always there when she needs her. Her "sister" is never loud and is always in tune with her moods.



## Jealous guys

Friends come by to visit Deb, but none of them seem to speak to Flo. Deb doesn't mind though—the tank guys are all just jealous of the special friendship she has with her twin!



"Don't listen to anything my sister says, she's nuts!"

## In my face

There are a couple of drawbacks to having such an in-your-face friend. For a start, Flo sometimes blocks the view when Deb wants to look outside the tank. Deb also warns people to ignore whatever Flo says—because she's nuts!

# JACQUES

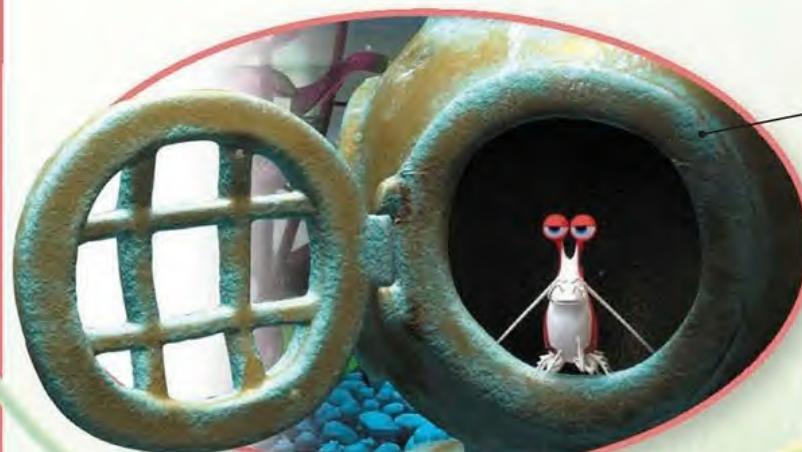


BEYOND COMPARE IN the field of personal grooming, this classy cleaner shrimp maintains the highest standards of cleanliness. Jacques once belonged to the President of France, who gave him as a gift to the Australian Prime Minister, who then passed him on to the dentist.

**“I am ashamed.”**

## Helmet home

Jacques lives in this antique diver's helmet, which is not only a cozy home, but an escape from the scummy world outside and his disappointingly slimy friends.

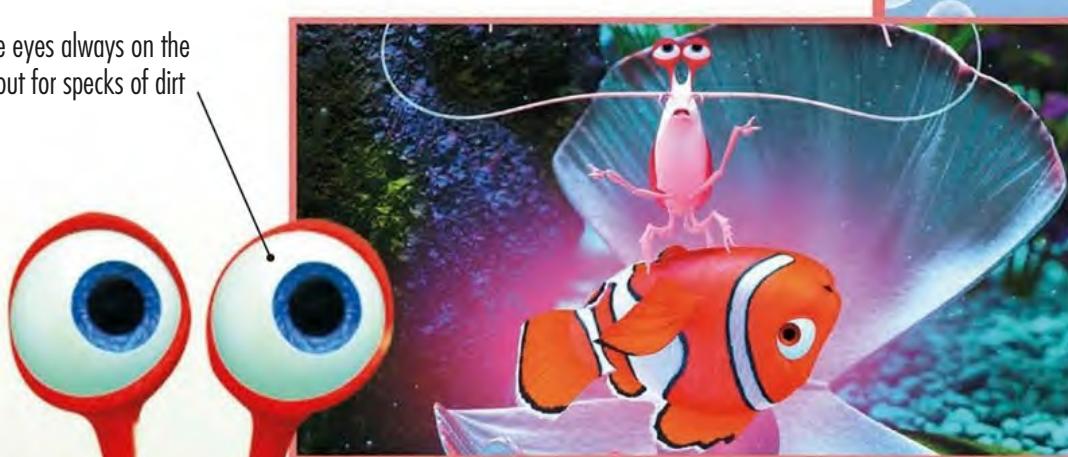


Jacques' helmet home

## Long time no sea

Despite being named after the famous ocean explorer Jacques Cousteau, Jacques has never actually been in the real ocean. However, he considers this his good fortune—after all, the sea has no state-of-the-art filter system!

Large eyes always on the lookout for specks of dirt



## Magic touch

To Monsieur Jacques, cleaning isn't just a job—it's an art. When working on a new client, he really puts on a show and displays all the style and showmanship of a stage conjurer.

Squeaky-clean body

**Find me**

# THE TANK GANG

THE FISHTANK IN Dr. Sherman's office is home to all sorts of fish. Nemo's terrified when he first arrives in the tank, but these guys quickly make him feel welcome and start helping to hatch a plan to get him back to the ocean.



## Tank life

To outsiders, it's just a fish tank. But to Gill and the gang, it's home. With its bubbling electric volcano, Polynesian village, and plastic gravel, it's a strange place to live!



### Gurgle

Gurgle hates the idea of getting dirty. He's anxious around real-life reef fish like Nemo and is disgusted by a plan that involves making the tank filthy.

Gurgle's rainbow colors change depending on his mood



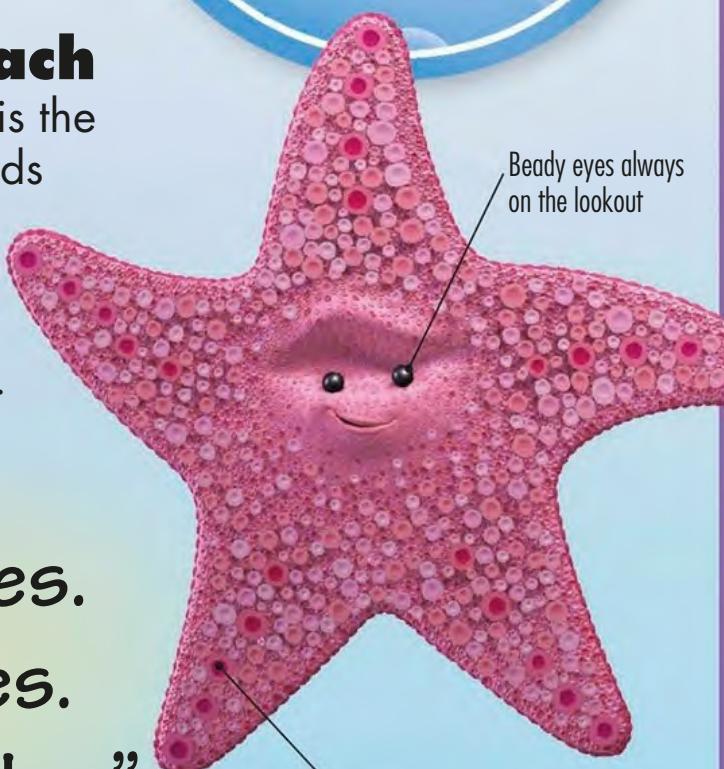
Bubbles is a yellow tang fish

“Bubbles.  
Bubbles.  
My bubbles.”

Bubbles

### Bubbles

As a tang fish, Bubbles could be related to Dory, which may explain his crazy ideas. He's always chasing bubbles, but he's never managed to catch one yet!



Beady eyes always on the lookout

Suckers grab ahold of surfaces



**Did You Know?**  
If a starfish's arm is cut off, it will grow back again within a year!

### Peach

This sharp-eyed starfish is the perfect lookout: She spends most of her time stuck to the side of the tank! She lets the others know when it's safe to start their escape plans.



# NIGEL

HATCHED IN A nest on the roof of the dentist's office, Nigel has fancied himself as an expert on teeth ever since. He likes nothing better than to perch on the windowsill and talk with the Tank Gang about the tricky cases of the day, as long as he doesn't get shooed away by the dentist.

*“Hop inside my mouth if you want to live.”*

Long, thin beak



## Pelican airways

Nigel's love of gossip comes in handy when he spots Marlin and Dory at the harbor boardwalk. He realizes that these are fish on a mission and fearlessly flies to the rescue.

## Did You Know?

Nigel has tried to get his pelican pals interested in dentistry, but they just want to sit atop the local bait shop and talk about how stupid seagulls are.

**FINDOM**



## Feel the pane

Although Dr. P. Sherman is a nature lover, he does draw the line at Nigel treating his dentist's office as a social club. The friendly pelican loses more than a few feathers every week getting the window slammed in his face.

## Nosy Nigel

Nigel is a friendly pelican with a very curious nature—he likes to stick his beak into everything. There's nothing Nigel doesn't know about the goings-on around Sydney Harbor.

Webbed feet—great for catching crumbs



# BRUCE

FINDING  
**NEMO**

G'DAY MATE! This terrifying eating machine is a reformed character—Bruce knows that if sharks want to shake off their nasty image, they first have to change themselves. He welcomes all marine life into his vegetarian community, sharing the notion that "fish are friends, not food."

## Did You Know?

Great white sharks can measure up to 20 feet (6 meters) in size and have 3,000 teeth!



## Food for thought

It's hard to relax around this grinning Great White. Bruce has the bad habit of calling smaller fish "morsels," and even the tiniest drop of blood in the water sends him into a feeding frenzy!

## Dangerous den

Bruce's gang think they have found the perfect hang-out—a wreck far from human eyes. But it's actually a sunken submarine, ringed with deadly unexploded mines!



## Party time

When Bruce invites fish to one of his parties, it's hard to say no! In fact, it's hard to say anything when you're petrified with fear.

**"Fish are friends, not food."**

# ANCHOR AND CHUM



ANCHOR AND CHUM are part of Bruce's vegetarian shark gang. Although they may look terrifying, they're both trying to give up eating fish. But reformed sharks can crack at any moment, so Anchor keeps a close eye on Chum to make sure he doesn't turn back into a savage seafood addict.

## Did You Know?

Chum went to a posh predator boarding school. He worries that his hoity-toity friends will spot him fraternizing with the local reef-raff.

**FINDING**  
**NEMO**

Hammer-shaped head

### Anchor

For a hammerhead, this guy's a softie, and likes nothing better than a group hug. Anchor doesn't always see eye-to-eye with his pals, which isn't surprising given the shape of his head.

Large back fin for swimming

Souvenir piercing

Huge, curved teeth

Sleek shark body

### Chum

Check out Chum's cool face-piercing. This mean-looking shark got that souvenir from a run-in with a fisherman who'll think twice before angling for sharks again!



### Clowning around

Anchor and Chum like nothing better than a good laugh and are excited to have a clownfish at one of their meetings. But Marlin can only fret about his lost son, and the gang conclude that he simply isn't very funny.

# WHALE

FINDING  
NEMO

LOOKS CAN BE deceiving under the sea, and this "little fella," as Dory calls him on first sight, turns out to be the biggest living creature in the ocean! The beautiful blue whale is grazing on some krill and swallows Marlin and Dory, too. They seem doomed to become his dinner ...

## Did You Know?

Whales can communicate with each other over miles of ocean using various forms of whale song.



### Whale talk

Not used to making dinner conversation with its own food, the whale is impressed with Dory's mastery of whale language. She can speak humpback and orca, as well as blue whale.



### Picking up passengers

Through their songs, whales can share news across whole oceans. So maybe this one knew all about Marlin's quest before it took him aboard ...

### Kindly captor

The whale is gigantic, but gentle, too. It even gives Marlin and Dory a lift to their destination and a neat way back to the outside world—through its waterspout. The whale tells Dory when to let go, which is lucky, as letting go is not Marlin's strong suit!

# CRUSH AND SQUIRT



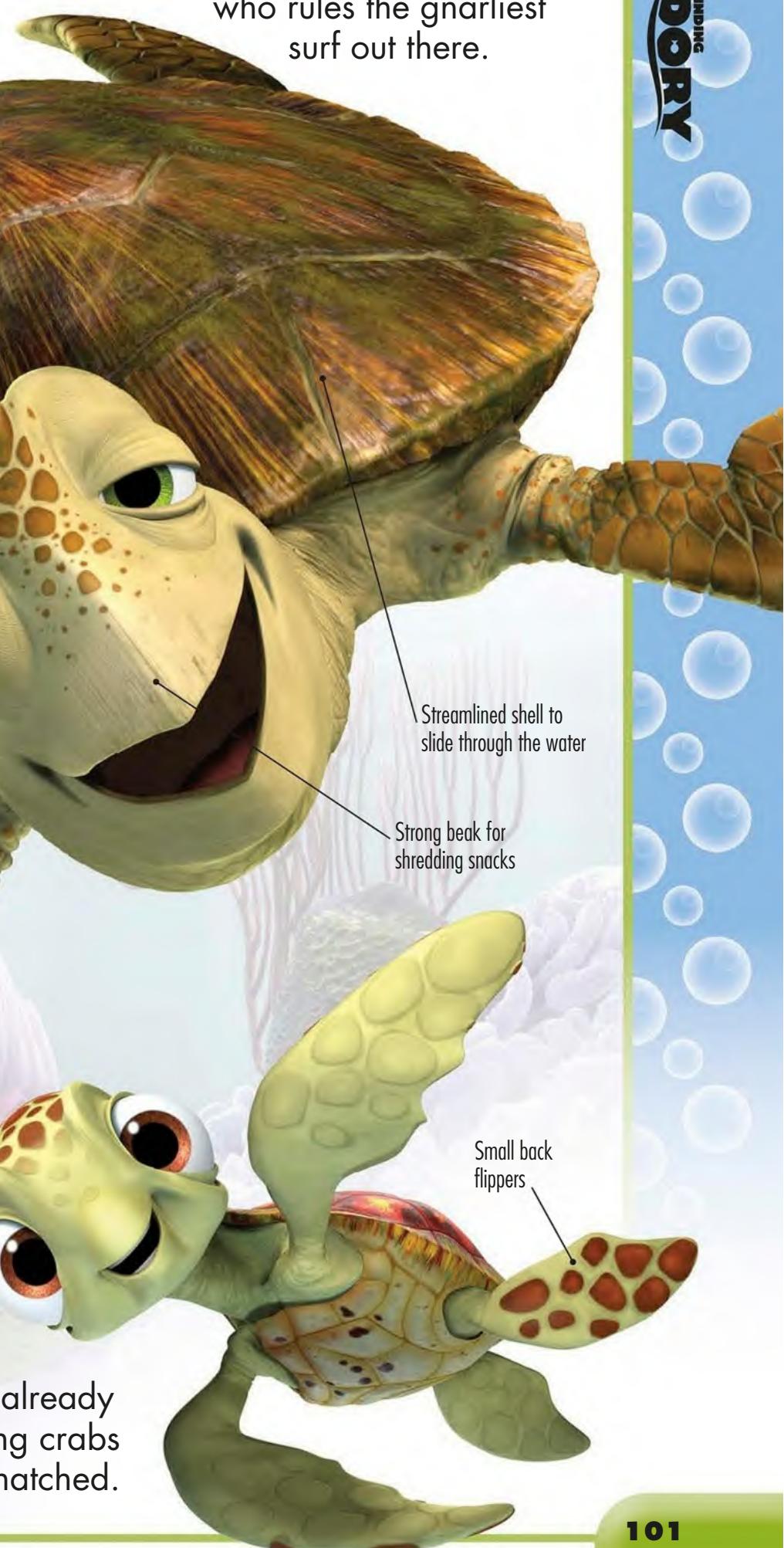
CRUISING THE OCEANS in search of the perfect current, Crush and Squirt are the coolest turtles around. This pair of free spirits loves taking it easy and surfing around the Australian coast. They're always talking in surfer slang, calling everyone "dude" nonstop!



## Crush

Despite their easygoing attitude, turtles are surprisingly tough and live for many years. Crush considers himself 150 years young, and still shows the little turtles who rules the gnarliest surf out there.

**FINDING**  
**NEMO**  
**DORY**



## Devoted dudes

Squirt loves to show his dad his latest stunts. When Crush is really impressed, they exchange a flippery high-five and an affectionate bump of the noggin.

## Squirt

Don't be fooled by this little dude's cute looks. Squirt is a tough kid who has already survived the ordeal of escaping clawing crabs and hungry seagulls right after being hatched.

Strong front flippers to ride the currents

Small back flippers

# DR. SHERMAN

FINDING  
**NEMO**

PHILIP SHERMAN uses his dental career to fund his real love—scuba diving. Philip tries to be considerate and only catches fish if he thinks they are struggling for life, which explains why he snaps up poor Nemo, with his weak fin.



## Reef raider

Dr. Sherman hits the reef every weekend in his boat, *The Aussie Flosser*. A rare find like Nemo is what he lives for.

## Did You Know?

Dr. P. Sherman's great-great-grandfather first opened the dentist practice back in 1895!

**“Crikey! All the animals have gone mad!”**

## Harbor views

P. Sherman often boasts of the views from his office. However, it seems the local wildlife prefer the view looking in on him!



## Fish fanatic

Philip prefers his tank to teeth and even cancels dental appointments in order to clean out his fish tank.

All his profits are spent on expensive plastic volcanoes and tiki idol heads to brighten up their lives. If only he knew that all his pets want is to escape!

Sherman would prefer to be wearing a wet suit

# DARLA SHERMAN



DR. SHERMAN'S NIECE, Darla, loves fish. She always checks out her uncle's amazing aquarium when she comes for her annual dental appointment on her birthday. She knows there's usually a gift in that tank for her and just hopes any new fish will survive a bit longer than the last one did ...

## Bagging Nemo

It looks like the end for

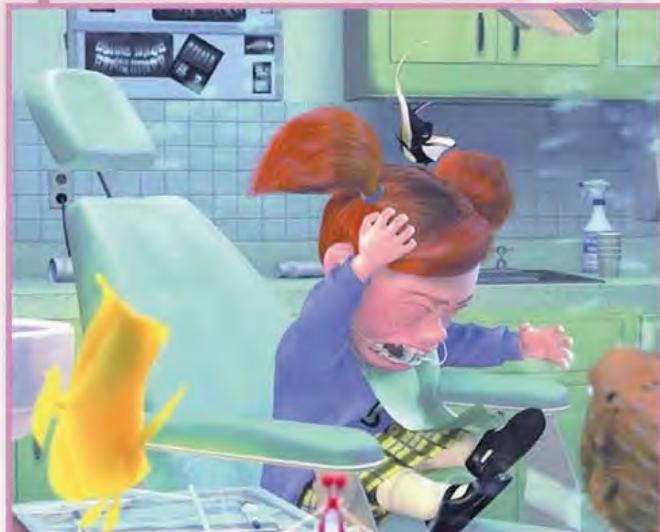
Nemo when he ends up bagged and at the mercy of Darla—as a very reluctant birthday present.

It's as if she sees herself as a piranha, and all other fish as her prey.



## Birthday bash

The Tank Gang live in fear of Darla's visits to the dentist's office. On every visit, she terrorizes the poor fish, screaming at them and thumping on the tank to liven them up. She thinks her uncle has very sleepy fish. Maybe the silly gas gets to them, too?



Darla's favorite sweatshirt, a gift from her uncle

## Great escape

The fish tormentor finally gets what she deserves when the Tank Gang fights back and helps Nemo to escape.

“Yeah! Fishy, fishy, fishy!”

**NEMO**  
FINDING





# JENNY AND CHARLIE

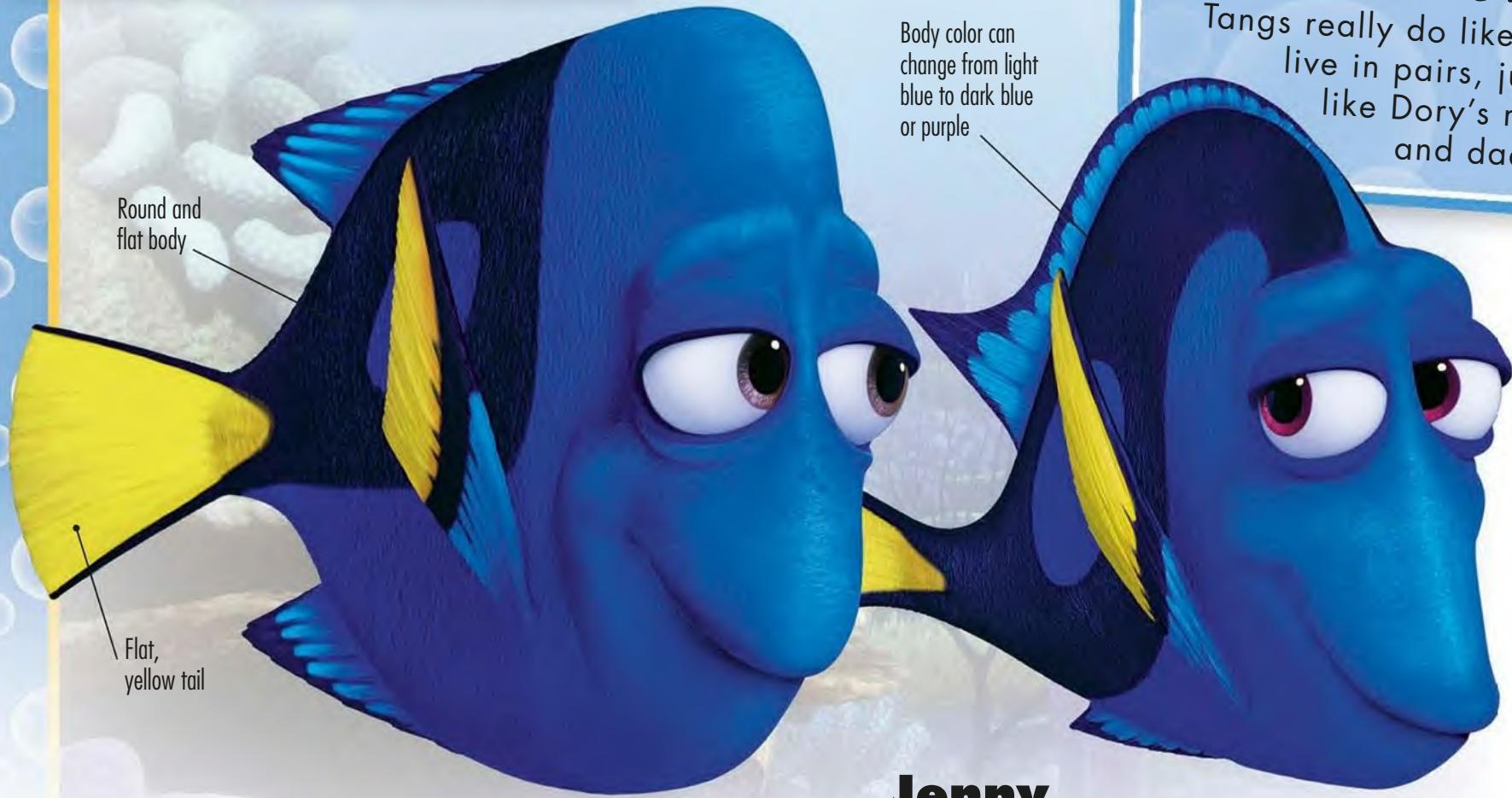
FINDING  
DORY

DORY'S DOTING PARENTS would do anything for her, but what they do most is worry about her memory. They teach her games and songs to help her remember and stay safe ... But their biggest fear comes true when she goes missing.



## Shell paths

After Dory goes missing, her parents spend years making paths of shells. They hope that one day she will find one to follow all the way back home.



Body color can change from light blue to dark blue or purple

Round and flat body

Flat, yellow tail

## Did You Know?

Tangs really do like to live in pairs, just like Dory's mom and dad.

## Charlie

A dedicated dad, Charlie teaches Dory that when problems seem impossible to solve, there is always another way, if you keep on trying. He loves playing with his daughter and calls her his little kelpcake.

## Jenny

Always cheerful in front of Dory, Jenny secretly worries that her daughter will struggle on her own. She warns Dory that she must always stay away from the undertow—the strong current that could pull her away from them.

# HANK

THIS GROUCHY OCTOPUS is actually a septopus—he lost one of his arms! All Hank wants is to be moved to a cozy aquarium in Cleveland, but Dory helps him see that life isn't only about helping yourself. At last, Hank has a reason to put his skills as a master of disguise into action.



## Wanting out

When Hank first meets Dory in Quarantine, he sees her as his ticket to stay out of the ocean forever. He agrees to help her find her parents in exchange for her sick tag.



## Driving Dory

All those arms come in handy when Dory gives Hank his biggest challenge yet—driving a truck full of sea creatures!

## Did You Know?

The octopus is intelligent. It has a long-term and short-term memory, can use tools, and can solve problems.

## All heart

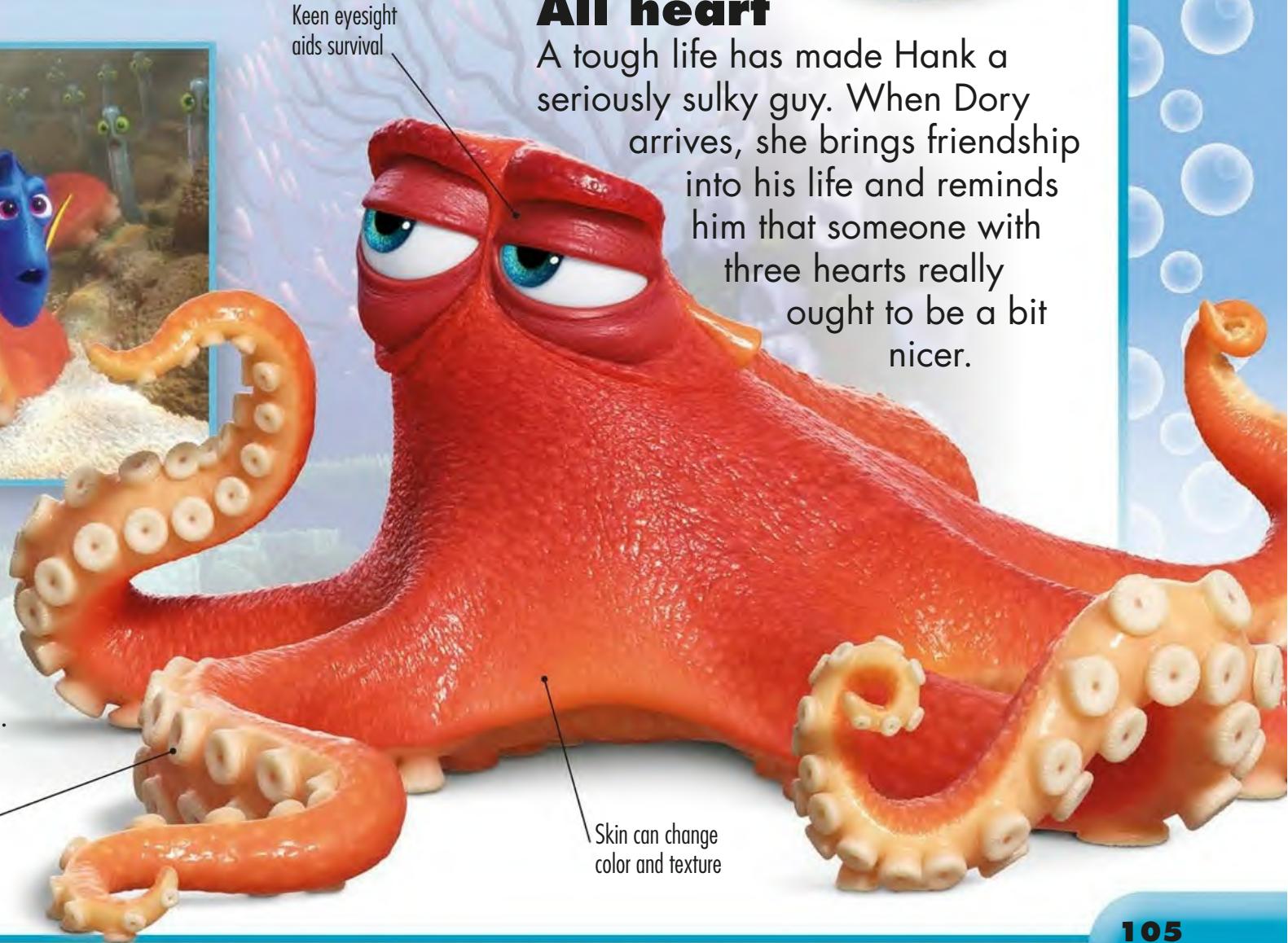
A tough life has made Hank a seriously sulky guy. When Dory arrives, she brings friendship into his life and reminds him that someone with three hearts really ought to be a bit nicer.

## Hank hangs on

Hank is not always in control. He has to rely on Dory to lead him to safety, away from the horrors of the touch pool.



Suction cups for sticking to things





# SEA LIONS

FINDING  
**DORY**

FLUKE AND RUDDER are two lazy sea lions who spend all day loafing around on the sunny rocks near the Marine Life Institute (MLI). The one activity that gets these two buddies excited is keeping their neighbor, Gerald, off their favorite basking space. Off! Off! Off!



## Friendly favor

Gerald has one thing going for him—he's the owner of a bucket that he will lend out in exchange for a turn on the rock.

## Rescued and released

As former residents, Fluke and Rudder know the MLI well. Now that they're fixed up, they are ready to do ... as little as possible! If only Gerald would shove off and leave them to nap!



## Poor Gerald

When Marlin mentions that he and Nemo need water, they trick Gerald into giving up his pail by inviting him on their rock before kicking and shooing him off.

**"We're trying to sleep!"**

## Helping hand

Sympathetic Fluke and Rudder are happy to help Marlin and Nemo get inside the MLI. They call on their friend Becky the loon bird to lend a helping wing.



## Did You Know?

Sea lions can't breathe underwater—they have to hold their breath when diving.

# BECKY

SHE MAY NOT look that bright, but this likable loon bird understands instructions as long as you get in sync with her. Still, Marlin is not sure he can trust Becky to give him and Nemo a lift, especially with all the crazy noises she has to make!



## Getting pecky

Marlin is not thrilled when he finds out Becky will be giving him a lift. She keeps pecking him!



FINDING  
**DORY**



## Feathered friend

Becky is a friend to Fluke and Rudder. She helps them out if they ask her very politely.

**“Ooo-roooo!”**

Heavy wings make lift-off tricky

## Tuning in

The only way to get through to Becky is to imprint yourself on her by making loon noises and staring her in the eye. After that, she'll never forget you.

## Frequent flyer

A regular visitor to the Marine Life Institute, Becky flies in for delicious snacks of popcorn. She can usually rely on tourists to drop a cup or two throughout the day.

## Did You Know?

Loon birds are famous for their calls. In winter, they make a long, sad, but beautiful wail.

Webbed feet for swimming



# DESTINY

**FINDING DORY**

ONE OF THE stars of the MLI, Destiny is a whale shark who was rescued after her poor eyesight meant she became a nervous swimmer. She and Dory go way back. The two friends used to talk through the pipes in their pools. Dory loved hearing Destiny's funny stories again and again.



## "We were pipe pals!"

With Dory's bad memory and Destiny's poor eyesight, it takes a while for these two old friends to recognize each other.



## A new destiny

A little support from her friends is all Destiny needs to return to the wild. She is worried about bumping into things, but her good friends offer to be her eyes as she makes her leap to freedom.

### Bailey's buddy

Destiny is never short of someone to talk to with Bailey in the pool next door. They know each other well enough to put up with a little playful banter.

### Did You Know?

The whale shark's only known predator is the human.



### Pool home

Destiny has a state-of-the-art pool to swim in, but with her poor eyesight, she has trouble avoiding crashing into the walls.

# BAILEY

BAILEY IS A rescued beluga whale, now attracting crowds to the MLI. He suffered a blow to the head in the wild, which he believes gave him a swollen head and affected his ability to echolocate. He never stops worrying about his injury. But, in fact, all belugas look like him!

“My head hurts!”

## Did You Know?

Belugas send out a fast clicking sound through their bulbous heads. The echoes that bounce back give the whales a picture of everything around them.

Bulbous head



### Echo power

It takes a crisis to get Bailey's confidence up. When Dory needs his help, he finds the courage to try out his echolocation. It's working just fine!

### Bouncing back

This moody mammal thinks his echolocation skills are broken, but Destiny isn't so sure. She believes in Bailey and knows he's just about as perfect as a beluga can be. All he really needs is a bit of confidence!

### Practically family

Destiny and Bailey know each other well. They have spent so long together, they act like brother and sister.



# MR. INCREDIBLE

BOB PARR, a.k.a. Mr. Incredible, was once the greatest Super of them all. But then he saved someone who didn't want to be saved, got sued, and was driven into hiding with the rest of his Super family. A normal life beckoned, but Bob is just too big a hero to fit into the everyday world.



## Did You Know?

As well as being super-strong, Mr. Incredible is fast and agile. His one weakness is a slightly bad back.

**Back in action**  
Mr. Incredible is lured out of retirement by a mysterious message offering him the chance to go on a top-secret mission. He is soon on a plane bound for Nomanisan Island and taking on the sinister villain Syndrome. But Bob eventually realizes that his family is really his biggest adventure.

**“Just like old times”**

# ELASTIGIRL

HELEN PARR, a.k.a. Elastigirl, was one of the top Supers on the planet, with the power to stretch her body into any shape imaginable. When Elastigirl met Mr. Incredible, it was love at first sight, and together they make an incredible team.



## Super mom

When the Supers first went into hiding, Helen was happy to trade the challenges of vanquishing evil for the joys of raising kids. But when she gets a taste of her old Super life, she realizes she must return to crime-fighting.



## Chosen Super

Winston and Evelyn invite Elastigirl to help them with their scheme to make Supers legal again. They have already persuaded some other Supers to join them in their effort to regain public support.



## Did You Know?

Helen can stretch her limbs up to 98 feet (30 meters). She can also squeeze through the tiniest cracks.



## Cool costume

Helen gets a new suit for her public return to crime-fighting. It features a tiny camera to record her heroic actions.

## Doting wife

When she notices that her husband's old costume has been repaired, Helen sets off on a mission to find out why and discovers he is in peril. She packs her new

Super suit and flies to Nomanisan Island. Boldly facing any danger, Helen proves that she is still Super.





# VIOLET PARR

A SMART TEENAGER, Violet Parr yearns for a normal life. She has learned to hide her feelings behind a sarcastic attitude, and her face behind her long dark hair. It takes a family crisis to make Violet realize just how much she has to offer.

Violet no longer hides behind her hair



## Shrinking Violet

Violet used to like hiding away in the background of family life. She listened to music and read beauty magazines in her quest to fit in at school and be like everyone else.



## Feel the force

When danger strikes the family, Violet's true power emerges. In addition to her invisibility, she finds she can create unbreakable spherical force fields.



## Did You Know?

Violet's force fields are so powerful, they can knock people flat and deflect bullets. Incredible!



## Crush crisis

Despite gaining confidence when she becomes a Super, things still don't go Violet's way with her crush Tony Rydinger. Tony has his mind wiped and stands Violet up—all thanks to her dad!

“Normal?  
What does anyone  
in this family  
know about  
being normal?”

## Visible progress

Now you see her—now you don't! Violet has a tricky time exploiting her powers until brilliant fashion designer Edna Mode creates a special Super suit for her. As Vi's confidence grows, so does her power. She even brushes back her hair and shows the world how incredible she really is.

# DASH PARR

DASH IS HIS NAME and speed is his game! It's hard for Dashiell Parr to be the fastest thing on Earth and keep his cool power a secret—especially as he is only 10 years old! Dash has to console himself by playing faster-than-light pranks at school—such as sticking pins on his teacher's chair.



## Teacher's pest

Being the son of heroes doesn't make Dash super well-behaved or want to do his math homework. He often gets into trouble at school, and a trip back from the Principal's office with mom is not an unusual event.

## Fast learner

When the family is called into action, Dash finds that he has a lot to learn. First, all bad guys aren't like the ones on TV shows—they're much scarier—and second, his powers are way cooler than he realized.

Little legs can run super-fast



## Making a splash

While fleeing Syndrome's minions on Nomanisan Island, Dash makes a cool discovery—he is so fast that he can run right across the water's surface!

Windswept hair

Determined expression



**“I promise I'll slow up.  
I'll only be the best  
by a tiny bit.”**



# JACK-JACK PARR

THE NEWEST MEMBER of the Incredibile family, Jack-Jack Parr is seriously cute and his parent's pride and joy. As far as his family knows, Jack-Jack has no super powers—unless it's throwing food, jabbering, and being super cute! But maybe he's just a slow developer ...



## Monster mode

Turning into a monster is just one of the surprise talents Jack-Jack has been hiding from his parents. He can also defy gravity, pass through walls, and shoot energy beams from his eyes!



Even a baby needs to protect his secret identity!

## Baby Super

When Syndrome kidnaps Jack-Jack, the tiny tot reveals his awesome transforming powers as a shape-shifter. He turns into living fire, becomes as heavy as lead, and then transforms into a mad mini-fiend. In short, he's too hot to handle.

## Did You Know?

Jack-Jack can also turn himself into a gooey form, so that things stick to him!

Baby Super suit

# FROZONE

LUCIUS BEST, A.K.A. Frozone, was the coolest Super around. Thanks to his wit and style, and an amazing arsenal of freezing powers, Frozone was one cool customer. Although he seems to have adjusted to civilian life better than his pal Bob, he has kept his Super suit and gadgets.

“You tell me where my suit is, woman!

We’re talking about the greater good!”



## Snow motion

Frozone has plenty of cool tricks for getting out of trouble. Ice-skis help him ski-jump to safety.

## Did You Know?

The downside of being Frozone is having people make jokes about your power all the time. He has heard Bob’s “ice of you to drop by” many times!



## Family friend

Lucius is best pals with Mr. Incredible, and the whole Parr family adores him. Every Wednesday, Bob and Lucius get together. Their wives think they go bowling—but really they hang out listening to the police radio and reliving their glory days.

## Awesome ally

Frozone is always there to get the Incredibles out of hot water. He freezes up the street when the Omnidroid attacks Municiberg, and he uses his icy powers to help the family stop the Underminer from destroying City Hall.

# SYNDROME

AFTER MR. INCREDIBLE rejects him as a sidekick, Buddy Pine reinvents himself as the villain Syndrome. An evil genius bent on revenge, Syndrome turns Nomanisan Island into his high-tech hideaway and terminates every Super he can get his gloves on.

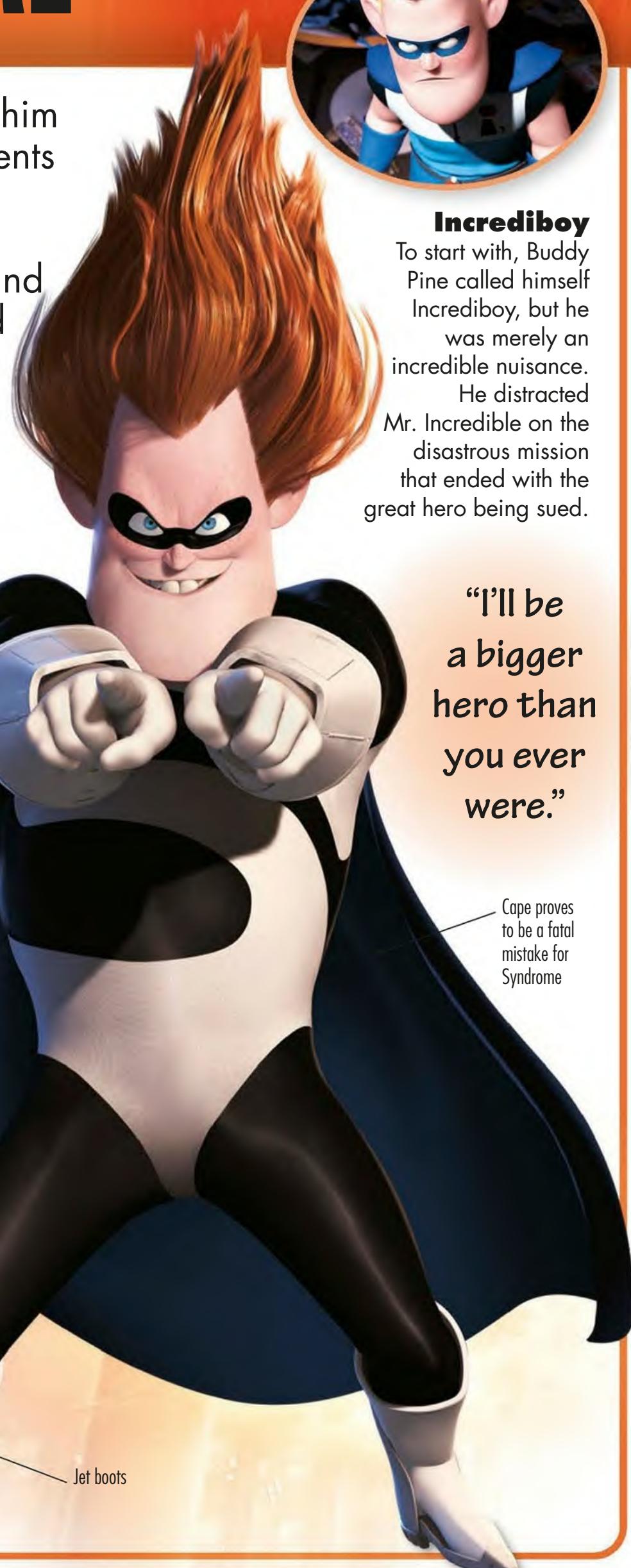


## Monologuing maniac

When Syndrome finally captures Mr. Incredible, it is the moment he has spent 15 years waiting for. However, like all crazy villains, Syndrome is easily tempted into blurting out his evil plans—big mistake.

## Hoax hero

Syndrome's master plan is to menace Municiberg with his evil Omnidroid, then pretend to defeat it and be hailed as a great new hero. Fortunately, just as he did all those years ago, Mr. Incredible is there to upset Buddy's plans.



## Incrediboy

To start with, Buddy Pine called himself Incrediboy, but he was merely an incredible nuisance.

He distracted Mr. Incredible on the disastrous mission that ended with the great hero being sued.

*"I'll be a bigger hero than you ever were."*

# MIRAGE

SYNDROME'S accomplice, the alluring and mysterious Mirage, has all the charm and people skills that he lacks. Highly skilled with technology and a master of surveillance, she tracks down the Supers that her boss has targeted, then lures them into action—for the last time.



## Secret identity

When Mr. Incredible arrives at Nomanisan Island, Mirage knows how to act as the perfect hostess. She flatters him, pampers his ego, and prepares him for his mission, without once giving away any of her master's real plan.

Slinky satin dress

## Changing sides

Mirage confesses that she has a weakness for power. She is loyal to Syndrome until she comes to respect a different kind of strength—the kind that holds the Incredible family together. Mirage knows it's time to change teams.

“Next time you gamble, bet your own life!”

Immaculate platinum-blond hair

## Did You Know?

Mirage is so good at spying undercover that, according to the government, she doesn't even officially exist!



## Life saver

Being held captive, Mr. Incredible has a chance to finish Mirage but he doesn't take it. She is grateful—and impressed by his humanity.

Heels for added height

# EDNA MODE

WORLD-FAMOUS fashion designer Edna "E" Mode is vain, opinionated, and outspoken. She is also brilliant. Her exclusive collections are modeled on catwalks all over the world, but E longs for the days when she created costumes for Supers—and made them look simply fabulous, darling!



## New challenge

This fast-talking fashion guru can talk anyone into anything. When Bob drops by for a small costume repair, Edna is inspired to reoutfit the whole family—whether they like it or not.



## Super design

Edna creates a new, improved suit for Jack-Jack, which has sensors to detect the power he will use next. The sensors alert the family via a monitor.

Edna designs all of her own stylish outfits



## Did You Know?

Edna demands to be the exclusive Super-suit designer for the Incredibles from now until the end of time!



## Safety first

Edna is obsessed with security. To enter her studio, visitors must pass electric fences, video cameras, and handprint, eyeprint, and voiceprint checks!

Super-slick hair

*"I never look back, darling. It distracts from the now."*

## Power dressing

Edna is thrilled to design new suits for Bob and his family. Her new range of costumes combine the strength of mega-mesh with new qualities that imitate the powers of the wearer. Edna does insist on sticking to one rule though—no capes!

# GILBERT HUPH

THE BOSS OF Insuricare, Gilbert Huph only cares about making a profit, and if that means not paying little old ladies what they're owed, that's fine by Huph. A small-minded man with a pea-sized heart, he is a very big bully in a very little body. Unfortunately, he is also Bob Parr's boss.



## Final straw

Bob loses his cool when halfway through Huph's lecture, Bob sees a man being mugged outside and is unable to help him because Huph threatens to fire him.

**“Tell me how you’re keeping Insuricare in the black!”**

Huph permanently has the hump

## Neatness nut

Gilbert is fixated on order. He likes his pencils neat and tidy and expects his life to be the same. He thinks a company is like an enormous clock, in which all the little cogs have to do their job—make money.



## Not happy!

Huph has a serious problem with Bob, who actually wants to help people. He summons Bob to his office, determined to put a stop to his caring attitude toward customers.

## Did You Know?

Insuricare has a wide range of customers. Bob usually advises them on how to get around their big bad bureaucracy!



## Hospital case

Huph finally pushes Bob too far and gets pushed right back—through several office walls. Gilbert has plenty of time to worry about his own health insurance while lying in a hospital bed.

# BOMB VOYAGE

AN EXPERT WITH explosives, Bomb Voyage is a stylish super-criminal. He wears the makeup of a French mime artist and conducts all of his in-fight banter in French. Don't be disarmed, however, by his quirky appearance—this eccentric evil-doer is a ruthless fiend, equipped with an ammo belt loaded with deadly bombs.



## Familiar foe

Bomb Voyage is an old adversary of Mr. Incredible, and neither are at all surprised to bump into each other during the raid at the Municiberg bank.

**“Your outfit is  
totally ridiculous!”**



## On target

Bomb Voyage would never take on his foe in a fair fight, so he waits for a chance to try a sly trick with his weapons. He places a bomb in Incrediboy's cape, knowing that Mr. Incredible wouldn't be able to help saving the boy. Bon Voyage, Bomb Voyage!

Face caked  
in makeup

## Super sneer

This arrogant arch-villain believes there are certain standards to be maintained in the world of costumed characters and is not impressed with the appearance of Buddy as Incrediboy. He calls him a little oaf with a ridiculous costume and tries to end his career with a sneakily thrown bomb.

Bomb Voyage's  
bomb belt

# THE UNDERMINER

JUST WHEN THE Incredibles think they have saved Municiberg from the forces of evil, up pops another threat to the city. This molelike monster has come to declare war on peace and happiness—but he has chosen the wrong place to start his career. The Incredibles are there, ready to overpower the Underminer.

*“Behold, the Underminer! I’m always beneath you, but nothing is beneath me!”*

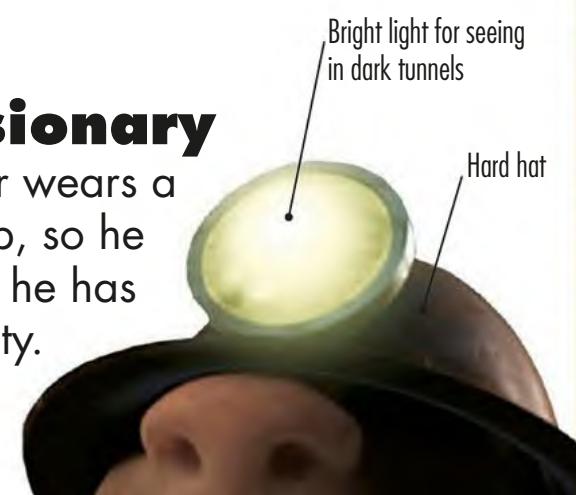


## To the rescue again

The Parr family shouldn't have put their civilian clothes back on so fast. There's a new bad guy in town and he's out to cause trouble!

## Tunnel visionary

This diabolical digger wears a miner's helmet with a lamp, so he can see in the dark tunnels he has created beneath the city. No obstacle can block his way, as he travels everywhere in an earth-shaking drilling machine.



### Bank heist

The Underminer doesn't count on facing the Incredibles and Frozone when he robs Municiberg's bank vaults. But the tunneling terror still manages to escape!



THE INCREDIBLES  
INCREDIBLES 2



# WINSTON DEAVOR

THIS RICH, SUAVE, and brilliant businessman is the Supers' biggest fan. He wants to use his super wealth and power to legalize Supers again and to bring them out of the shadows so that they can make the world a safer place for all.



## Incredible wealth

Winston owns DevTech, a telecommunications company, with Evelyn. He has fancy cars, a private jet, a high-tech yacht, and so many mansions that he lets the Incredibles stay in one for free—for as long as they like!



## Supers are good!

Along with his sister, Evelyn, Winston launches a Supers image rehabilitation campaign to regain the public's support of the heroes. He hopes to persuade the government to make Supers legal again. Winston just needs to find the perfect hero to front the campaign.



## Super scheme

Winston and Evelyn pick Elastigirl as the face of their campaign. They put a tiny camera in Elastigirl's Super suit that records her saving the day. They plan to show the footage to the public to create positive publicity for Supers.

Charming smile

Ridiculously expensive suit



## Huge fan

Winston has always been a superfan of Supers. He knows many of their theme songs by heart.

# EVELYN DEAVOR



GENIUS INVENTOR EVELYN creates all the innovative products for DevTech, the hugely successful tech company she owns with her brother, Winston. Evelyn loves her brother, but she doesn't always agree with him ... he just has no idea quite how much!



## Did You Know?

Evelyn has been inventing since she was a young child. She knows everything there is to know about technology.

“Thanks.  
Designed  
'em myself.”



### A close bond

Evelyn is so friendly that Elastigirl easily opens up to her. She soon gains the Super's trust—but can Evelyn be trusted?

Casual clothes

### Talented team

Kindhearted and helpful, Evelyn seems eager to support Winston in his plan to get the Supers legalized. While Winston uses his salesman skills to sell the idea that Supers are good, Evelyn brings her incredible intelligence and amazing technical skills to the planning.

### Extraordinary inventions

Evelyn designs a hidden camera for Elastigirl's Super suit and her high-tech bike. The Elasticycle breaks up into two bikes so that Elastigirl can stretch between them.

INCREDIBLES 2



# THE SCREENSLAVER

INCREDIBLES 2

THIS MYSTERIOUS Screenslaver highjacks technology to manipulate people from a distance.

The high-tech supervillain can hack any screen to broadcast patterns that hypnotize viewers in an instant. But who is hiding behind the mask?

Glowing goggles

## Dingy den

The Screenslaver's apartment is full of research notes and plans of attack.



The Screenslaver dresses head-to-toe in black

**“Screenslaver  
interrupts this  
program for  
an important  
announcement.”**



## Hyp-no way!

Elastigirl tracks the Screenslaver to his lair. The sinister supervillain hides in the shadows, ready to attack with his terrifying array of hypnotizing screens, lights, and weapons. But Elastigirl still overpowers him!

## Did You Know?

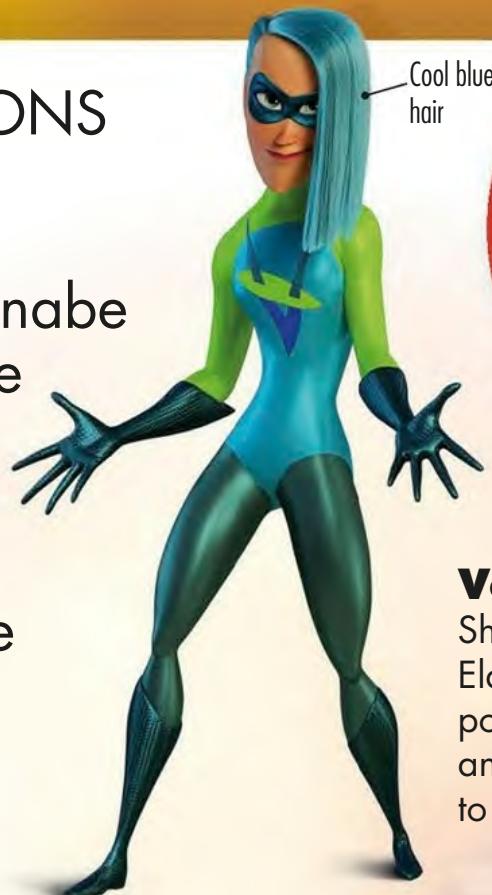
The Screenslaver sets up a hypno-clock device to blow up his apartment—and all the evidence!—while he flees.

## Message

The manipulative menace hijacks screens to rant about humanity. He thinks people are lazy and that Supers are harmful to society because normal people rely on them to save the day—rather than doing anything themselves.

# WANNABE SUPERS

ELASTIGIRL'S HEROIC ACTIONS inspire others with awesome abilities to want to become Supers, too. A group of wannabe Supers team up as part of the Deavors' campaign to paint Supers in a more favorable light. But things don't go to plan when the wannabes are hypnotized and ordered to kidnap the Parr children.



## Did You Know?

Voyd hero-worships Elastigirl but ends up fighting her idol while under hypnosis.

INCREDIBLES 2



### He-lectrix

This stylish Super manipulates electricity. He shoots lightning bolts from his fingertips.



### Reflux

Elderly, kind Reflux has a serious case of heartburn. He can spew hot lava from his mouth!



### Krushauer

This hulking Super can not only crush things with his hands, but with his mind, too.

### Brick

Muscular Brick has incredible strength. She can expand her body so that she becomes as big and strong as a brick wall.



### Screech

This Super can fly, thanks to the wings that he constructed himself. His owl-like screech is so powerful it can break glass.





# LIGHTNING MCQUEEN

**PISTON CUP LEGEND** Lightning McQueen is the greatest race car of his generation. Focused and fast, he has an awesome record of results. Although he's a celebrity, his pals in Radiator Springs ensure his wheels remain firmly on the ground.



## Tough competition

Lightning McQueen is surprised by the success of rookie racer Jackson Storm. When the brash newbie starts to get results, McQueen realizes he has a serious rival.

## Did You Know?

Hotshot race car Lightning has won the Hudson Hornet Memorial Cup once and the Piston Cup an amazing seven times!



## Big entrance

Lightning causes mayhem when he accidentally crashes through the sleepy town of Radiator Springs. But all the residents grow to love him—eventually!

**“Speed. I am speed.”**

## Star car

Lightning finds life in the fast lane a real gas—lapping up attention from fans and being treated like a star car.

But life at the top can be lonely, and Lightning never forgets that his pals are more important than his career.

Lightning always races in red.



# MATER

RUSTY TOW TRUCK Mater runs Radiator Springs' salvage center. He keeps the residents entertained with his wicked sense of humor and huge sense of fun. Loyal Mater is always willing to help his friends and pull them through any crisis.



## Firm friends

Mater's a rusty tow truck and Lightning's a celebrity, but they are still best buddies. Mater usually stays at home when Lightning goes off to race—until the WGP, when Mater becomes part of Team Lightning McQueen!

## New adventure

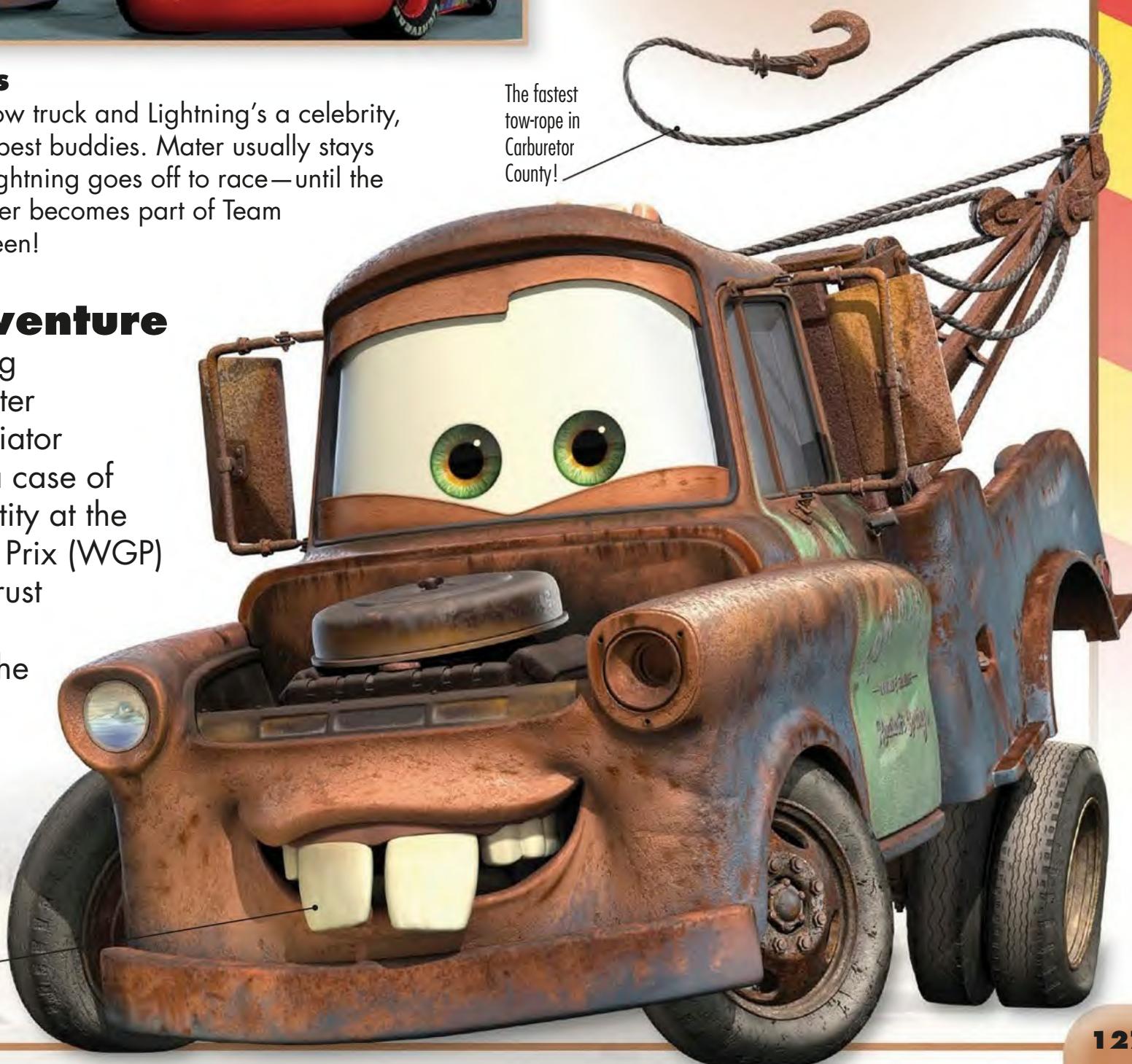
Before meeting Lightning, Mater never left Radiator Springs. But a case of mistaken identity at the World Grand Prix (WGP) sees Mater thrust into a secret mission with the British Intelligence. Mater soon proves he is one brave tow truck.

### Disguises and surprises

Mater has a host of disguises and weapons fitted by Agent Holley Shiftwell in a mission to catch the Lemons. They include a rocket-powered jet and computer-generated disguises!

**"I'm the world's best backwards driver!"**

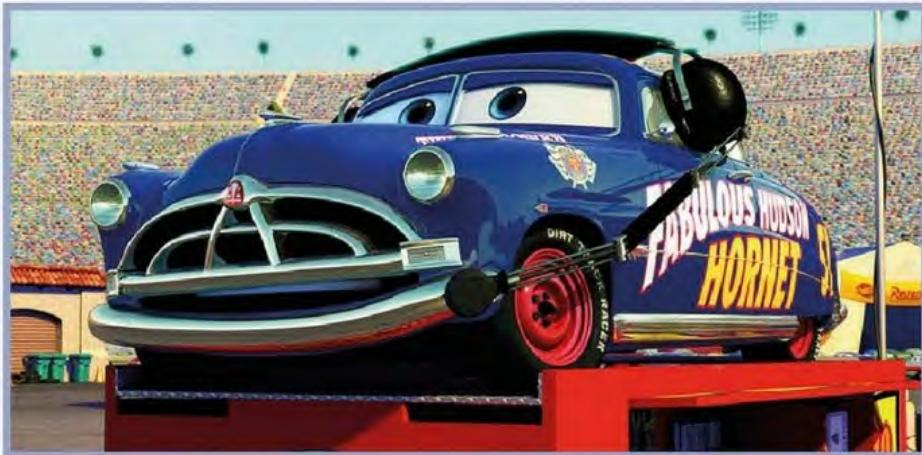
The fastest tow-rope in Carburetor County!





# DOC HUDSON

DOC HUDSON IS ONE of the most respected residents of Radiator Springs. As the town's motor-medic, he gives the citizens thorough checkups at his medical clinic. He is also the town judge. Sadly, Doc is no longer with us, but his spirit lives on in Radiator Springs.



## Back on track

Doc goes back to the racetrack to support Lightning as his crew chief. With a Fabulous Hudson Hornet paint job from Ramone, the racing legend wins a round of applause from the crowd.

## Hidden Hudson

Doc Hudson has a secret. He's actually the legendary Fabulous Hudson Hornet, three-time winner of the Piston Cup from 1951 to 1953. But his career ended abruptly when he crashed, and everyone seemed more interested in new cars.

Shiny chrome



## Did You Know?

Doc Hudson's number plate reads 51HHMD, a reference to his year and track number (51), model (Hudson Hornet), and profession (Medical Doctor).



## Doc's orders

Doc challenges Lightning to a race at Willy's Butte to teach the arrogant youngster a thing or two. Sure enough, the wise Doc wins and Lightning ends up in a bed of cacti!

“Was that floating like a Cadillac, or was that stinging like a beemer?”

# SALLY

BRILLIANT AND BEAUTIFUL, sleek Sally runs the Cozy Cone Motel in Radiator Springs. She used to live life in the fast lane as a lawyer until she discovered Radiator Springs and fell in love with the town and its residents. The plucky Porsche is determined to do all she can to put her beloved town back on the map.



## Legal whiz

Sally still uses her legal training as the town's attorney. She has a strong sense of justice and is very confident in court.

## Did You Know?

Sally sports a small, pinstripe tattoo on her rear. When Lightning notices it, Sally is very embarrassed!



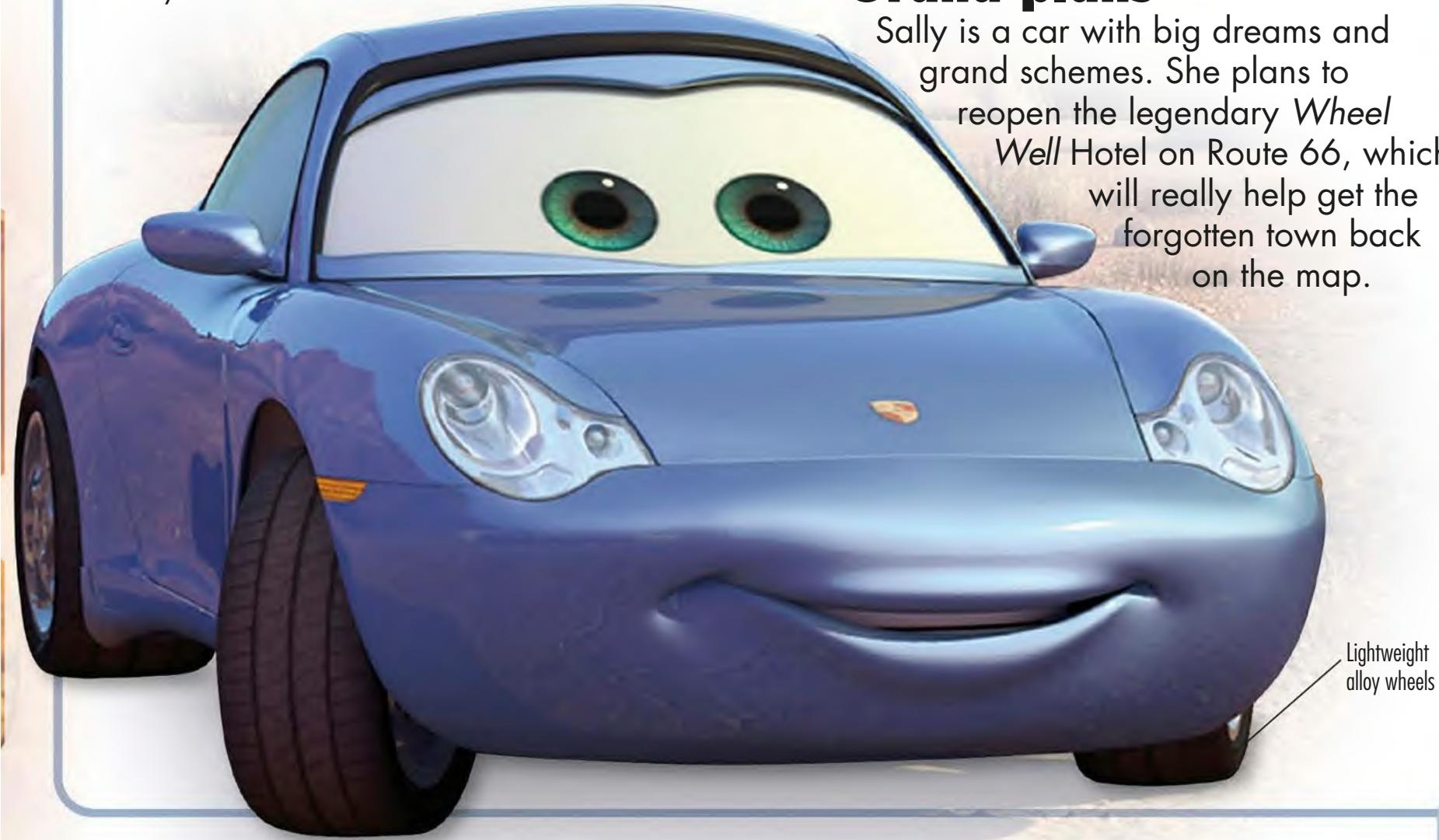
## Road to romance

When Sally meets Lightning, she is not impressed by his smart one-liners or the revving of his engine. Later, on a long drive through Carburetor County, Sally discovers a kinder, more open-hearted Lightning.

**“Do you want to stay at the Cozy Cone or what?”**

## Grand plans

Sally is a car with big dreams and grand schemes. She plans to reopen the legendary *Wheel Well Hotel* on Route 66, which will really help get the forgotten town back on the map.



# GUIDO

COMPACT ITALIAN forklift  
Guido is the fastest tire changer  
in town, and probably the world!  
He works with his best pal Luigi at  
*Casa Della Tires*. The tiny forklift  
has a big dream—to change the  
tires on a real race car,  
preferably a Ferrari!



## Proud pitty

At the Piston Cup, Guido does Radiator Springs (and Italy) proud. During the tie-breaker race, he performs a pit stop on Lightning so quick that his movements are a blur.

## "Pit stop!"

Guido is happiest  
when he's  
changing tires



## True colors

At Willy's Butte, Guido shows his support for Lightning—by waving a Ferrari flag!

Fastest forklift around



## Dream come true

The fanatical forklift's ultimate dream to be a pitty is realized twice—first at the Piston Cup and again at the WGP. At both races, nimble Guido shrugs off the doubts of the other pit crews and really shows them how it's done!

# LUIGI

LUIGI IS THE owner of *Casa Della Tires*. A 1959 Fiat 500, he brings Italian flair, passion, and some fast talking to the sleepy town of Radiator Springs. Whether you need advice on a stylish set of tires or just a friend to talk to, lovable Luigi will never let you down.



## Ferrari fan

Luigi is crazy about racing, especially Ferraris. Meeting Lightning is a big thrill for him—until he learns that Lightning doesn't know any Ferraris.

## Home sweet home

Luigi and Guido get to visit Uncle Topolino, their favorite uncle, in Porta Corsa, Italy, when they travel there as part of the WGP. Years ago, they worked in his tire shop, *Topolino's*, where he gave them the inspiration to open their own tire shop.

## Bella Italia

Luigi is big-hearted and excitable. His energy and enthusiasm rub off on everyone around him, and his lively personality always sends customers on their way with an extra spring in their suspension.

“Luigi follow only the Ferraris.”



# RAMONE

RAMONE IS A 1959 Chevrolet and the coolest car in Radiator Springs. He runs his *House of Body Art*, Radiator Springs' custom paint shop, and makes sure he gives himself a new coat of paint several times a week. Ramone is often seen out cruising with his wife, Flo.



## True romance

Ramone and Flo's relationship is as strong as the day they first met, and they have become Radiator Springs' premier couple!

Flashy flame paint job

Hydraulics allow Ramone to ride high or low

“Oh yeah, baby!”

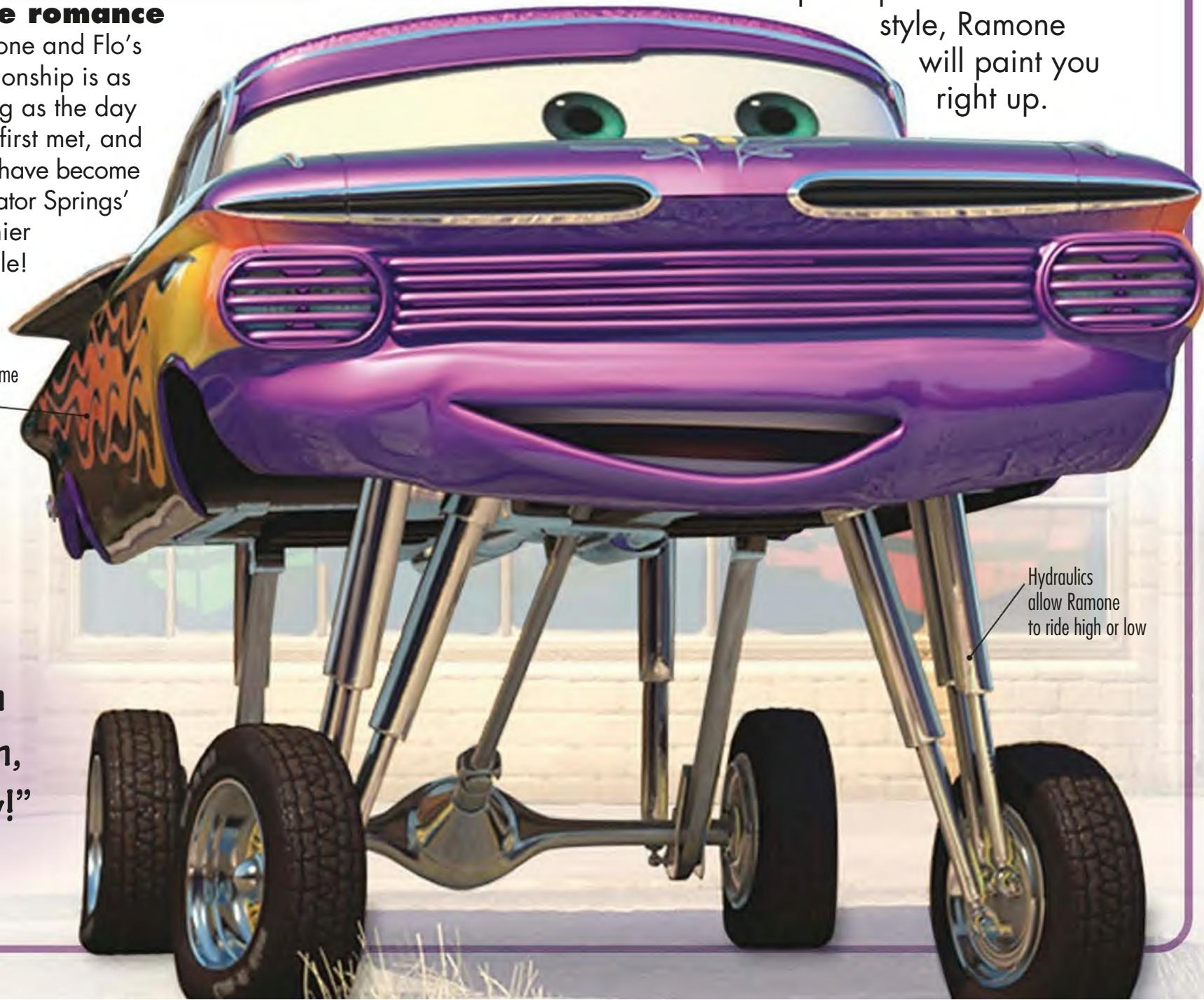


## Cool customer

Before Lightning sets off to show the world what he's made of at the WGP, he stops off at Ramone's to get a brand new paint job. Ramone works his magic, and Lightning looks brand new!

## Arty car

Ramone is an artist with an airbrush and a magician with paint and metal. Whether you want a flame job, ghost flames, or even some old-school pinstripes "Von Dutch" style, Ramone will paint you right up.



# FLO

FLO IS A CLASSIC show car from the 1950s. Sassy and sleek, she has been running *Flo's V8 Café* for years. Everyone knows the town would fall apart without Flo—there would be no one to sell gasoline and oil, or dish out sage advice.



## Come on in

Friendly Flo is always on the lookout for new customers to dazzle with her unique brand of Carburetor County hospitality.



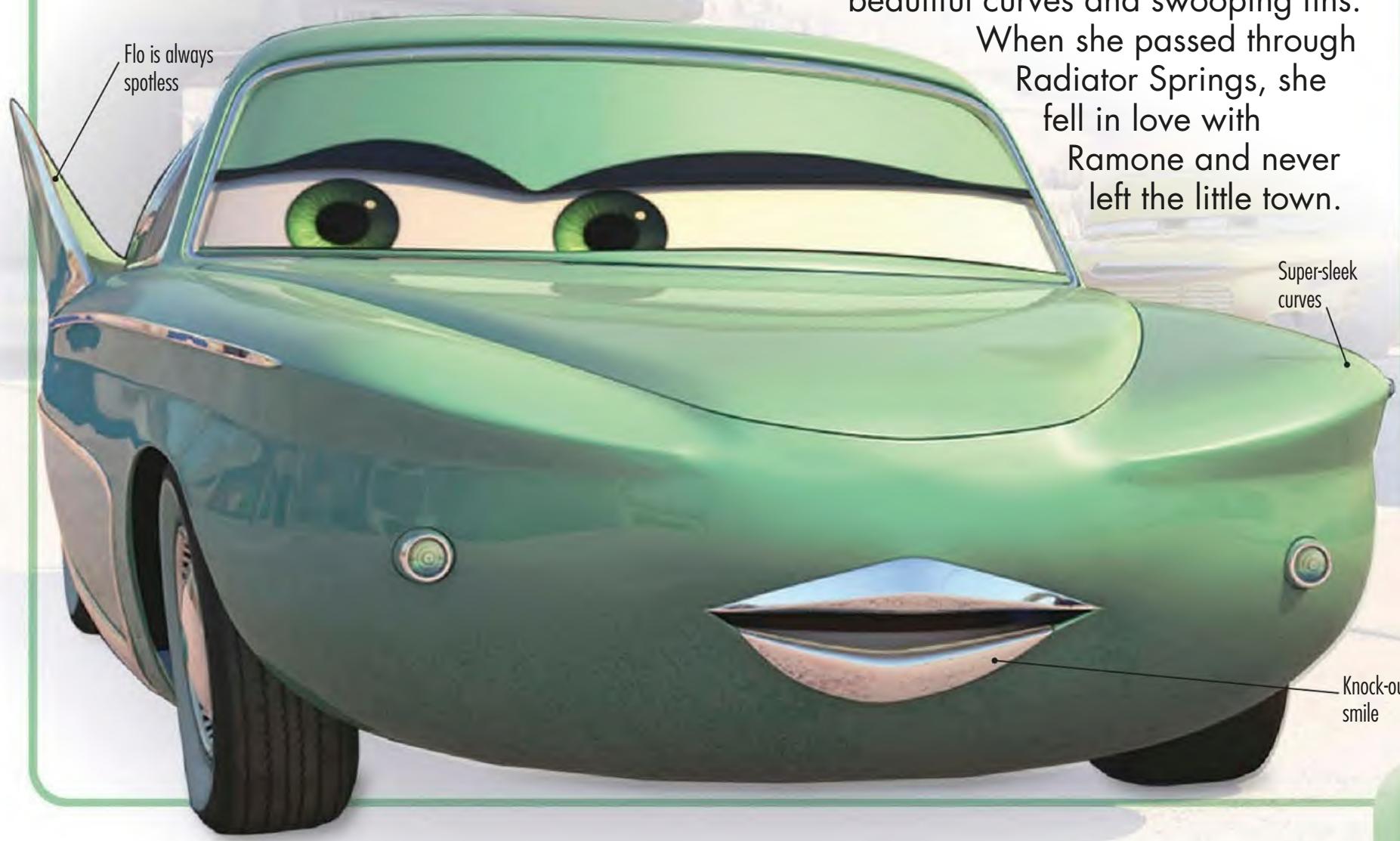
## Heart and soul

Cars are guaranteed a warm welcome at *Flo's V8 Café*. The town's residents gather there every day to sip oil and catch up on local gossip.

**“I have gas!  
Lots of gas!”**

## Flo's show

As a show car, Flo used to travel across the country, modeling her beautiful curves and swooping fins. When she passed through Radiator Springs, she fell in love with Ramone and never left the little town.





# SHERIFF

STRAIGHT-TALKING, hardworking, and honest, Sheriff is driven by a strong sense of duty—protecting the good citizens of Radiator Springs. He takes the job very seriously: Any troublemakers will be taken straight to Traffic Court, and Sheriff may even siphon off their gas so they can't escape!



## Nap time

Radiator Springs is a sleepy town where lawbreaking is rare. This means that Sheriff can often be found taking a nap at his favorite spot behind the billboard.



## Take a break

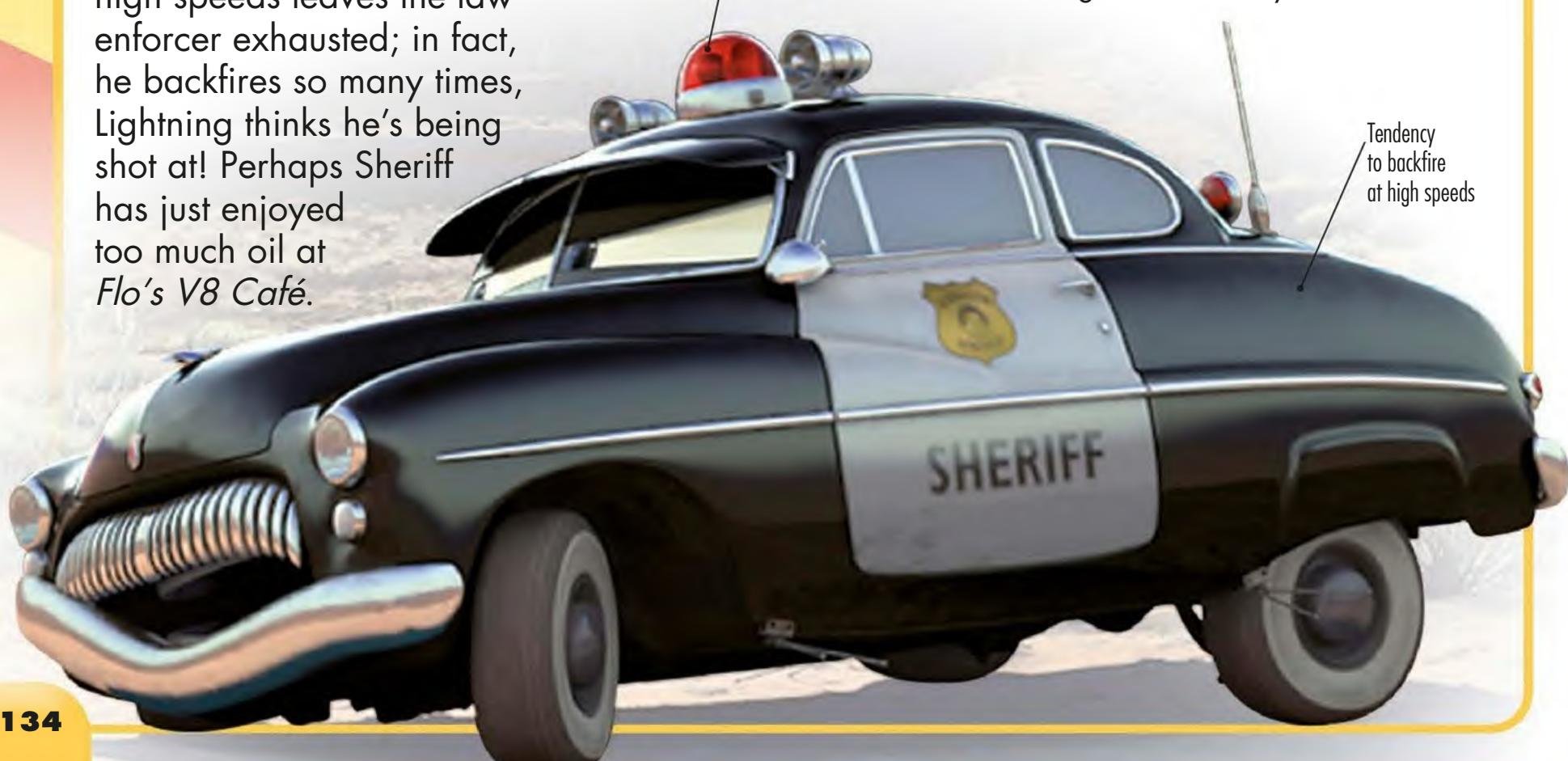
Sheriff loves to drop in at *Flo's V8 Café* for a quart of oil and to tell stories about his days on the old Highway 66.

*"I haven't gone this fast in years. I'm gonna blow a gasket or somethin'."*



## Worn-out cop

Sheriff is not in tip-top condition. Pursuing Lightning McQueen at high speeds leaves the law enforcer exhausted; in fact, he backfires so many times, Lightning thinks he's being shot at! Perhaps Sheriff has just enjoyed too much oil at *Flo's V8 Café*.



## Gotcha!

When Lightning McQueen breaks the speed limit, Sheriff is already waiting on the edge of town to try and catch him!



# RED

RED IS RADIATOR SPRINGS' only fire truck and the town's most sensitive resident. He is a quiet and gentle soul, but he's devoted to his community. In an emergency, Red is always the first to spring into action!



## Spray hello

Lightning is surprised when Red suddenly blasts him with cold water—but he's a lot cleaner afterward!

Official fire department emblem

Extra hosepipe lengths for hard-to-reach flowers

Red always puts his hose to good use.

There aren't many fires in Radiator Springs, so Red spends his time watering all the town's plants and flowers. He wants to make sure that Radiator Springs is always looking its blooming best!

Fire hose



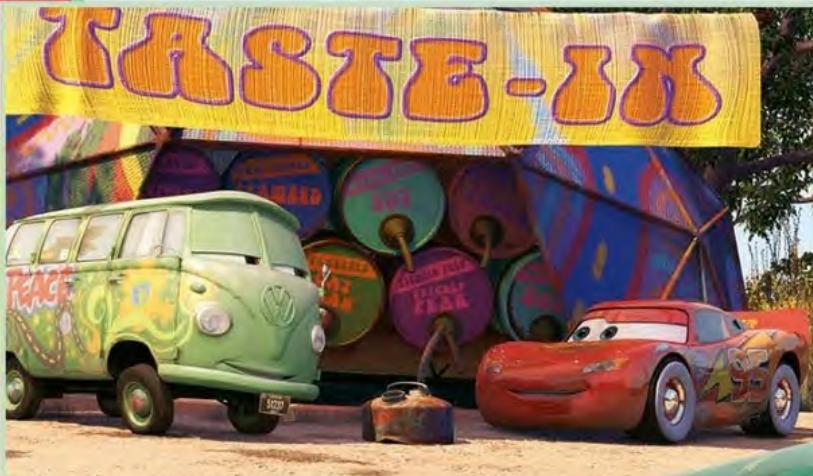
# FILLMORE

AGING HIPPIE Fillmore owns *Fillmore's Taste-In*, where he brews his own organic fuel. His fuel comes in a variety of flavors, including Glubble and Gastro Blastro. The only vehicle in town with tie-dye mud flaps and an interest in automotive yoga, Fillmore often spars with Sarge.



## Unlikely pals

Sarge thinks Fillmore is a hippie freak because of his peace-loving views. Although these two always bicker, they can't live without each other.



## Tasty brew

Lightning drops by *Fillmore's Taste-In* to take the fuel taste test before he leaves for the Piston Cup rematch. He thinks it's so good, he orders a case to take with him.

## Wonder fuel

Fillmore believes in peace, love, and organic fuel!

When he learns that the WGP will be run exclusively on the alternative fuel Allinol, Fillmore closes up shop and signs on as the fuel expert for Team Lightning.



Paintings are Fillmore's own designs

MAY CARBURETOR 68  
51237  
COUNTY

# SARGE

EX-ARMY JEEP Sarge brings military discipline to Radiator Springs. He runs *Sarge's Surplus Hut*, which is polished to a shiny sheen and fronted by a super-neat lawn. Sarge has traditional views and disagrees with hippie cars like Fillmore. However, his bark is worse than his bite, and he can always be relied on to help his pals.



## Opposites attract

Sarge lives next door to Fillmore. His tidy hut and garden is the complete opposite to Fillmore's free-flowin' backyard.

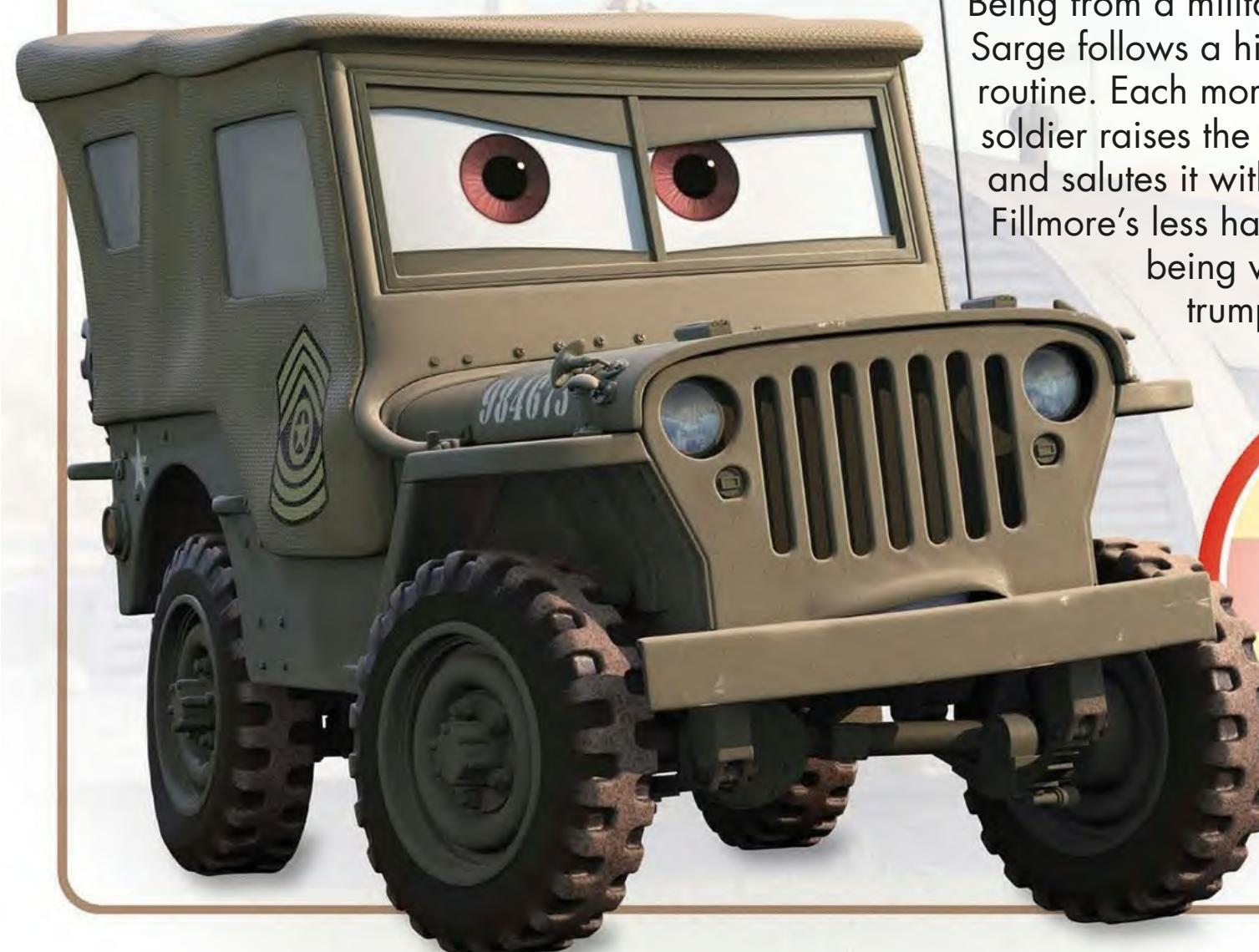
## Attention!

Sarge brings a sense of duty and military discipline to Team Lightning McQueen at the WGP—when he's not bickering with Fillmore, that is.

**"Oh, take  
a carwash,  
hippie."**

## Military mind

Being from a military background, Sarge follows a highly disciplined routine. Each morning, the patriotic soldier raises the Stars and Stripes and salutes it with his antenna. Fillmore's less happy about being woken up by the trumpets of "Reveille!"



**Did You Know?**  
Sarge served in the military, where he received the Grille Badge of True Mettle for his bravery.

# LIZZIE

LIZZIE IS Radiator Springs' most senior citizen. Nevertheless, she's got more gumption than cars half her age. With her mischievous sense of humor, occasional outspoken comments, and unreliable memory, many townsfolk think she's slightly bonkers!



## Lizzie's Wares

Lizzie owns a curio shop, and she can often be found taking a well-earned nap outside. The shop sells everything from Route 66 memorabilia to souvenir snow globes.



## Legend

Lizzie was married to Stanley, who founded Radiator Springs in 1909. He is immortalized as a statue outside the fire station, and Lizzie visits it every day, remembering the good times they had together.

**“You keep talking to yourself, people will think you’re crazy!”**

## Did You Know?

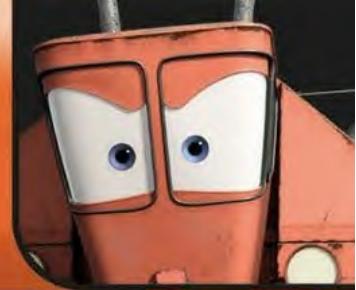
Lizzie first drove into Radiator Springs in 1927. Although Stanley had to ask Lizzie out a few times before she actually said yes, the pair soon became inseparable.

## Plain speaker

Lizzie believes in always telling it like it is, no matter what others may think (even if she can't remember exactly what "it" is!) Her straight-talking comments often surprise the younger inhabitants of Radiator Springs.



# FRANK AND THE TRACTORS



THE FIELDS AROUND Radiator Springs are full of tractors, happily grazing, munching, and chewing. These creatures aren't clever—they eat and sleep and then eat and sleep a bit more. The tractors are supervised by Frank—a combine harvester and 10 tons of angry agricultural machinery.



## Arghhhh!

Mater takes Lightning for some tractor tipping late one night, but fun turns to fear when Frank appears on the scene. As he comes after Mater and Lightning, they do what any car would do—flee!

## Fierce Frank

Frank the Combine doesn't take kindly to anyone messing with his tractors. If anyone upsets him or his tractors, ferocious Frank will chase after them. When his rotating blades are bearing down on you, it's probably time to make a run for it.

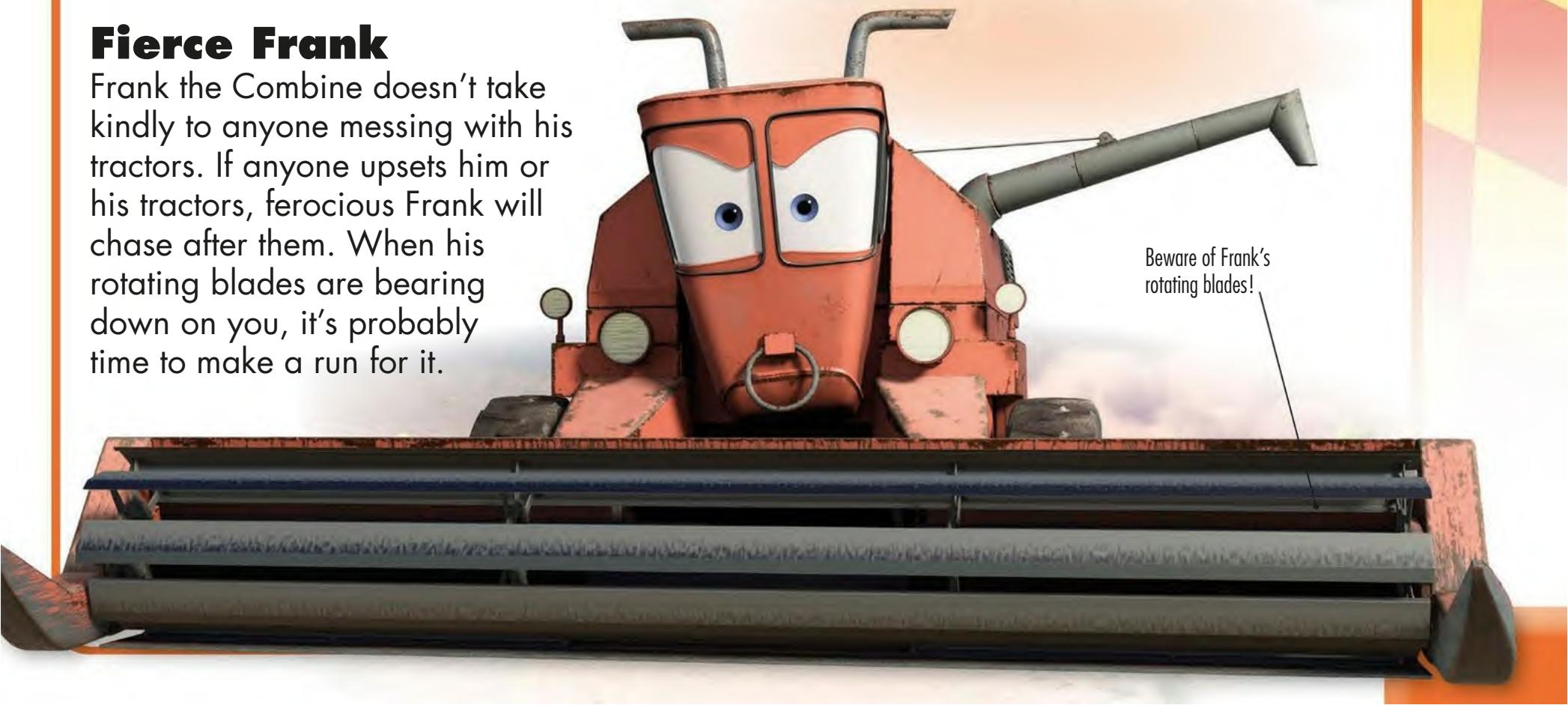
## Tractor tipping

Tractors are dozy, docile, and dopey.

They are the perfect targets for Mater's favorite pastime—tractor tipping. One honk from the cheeky tow truck and the tractors are so startled, they tip over backward!



Beware of Frank's rotating blades!





# THE KING

STRIP "THE KING" Weathers is racing royalty. Not only has he won seven Piston Cups, but he has also won over virtually everyone he's met. This track legend is the perfect professional—a true gent and good sport on and off the track. He's just a regular guy who regularly wins everything!



## Lovely Lynda

The King's wife, Lynda, is the veteran race car's #1 fan. Win or lose, The King is always her champion.

## Team player

The King wouldn't have won seven Piston Cups without having a fabulous team around him. From his Dinoco sponsors to his pit crew, they offer The King the loyalty, friendship, and darn fast pit stops he values above all else.

Dinoco logo—the mark of a champion!

# CHICK HICKS

ROTTEN RACER Chick Hicks is desperate to win a Piston Cup. He has bumped and cheated his way to more second places than any car in history, always finishing as runner-up to The King. With The King about to retire, Chick is sure this is his chance to be a winner.

## Did You Know?

Lightning gives Chick a nickname—"Thunder"—because thunder always comes after lightning!

### Hollow victory

Chick finally wins the Piston Cup, but nobody cheers.

Everyone has witnessed his dirty tricks and bad sportsmanship and they boo him off the podium.



### Mean green team

Chick's team is the pits. They laugh at Chick's terrible jokes and wear equally terrible mustaches.



“The Piston Cup—it’s mine, dude, it’s mine!”



Chick's official sponsor:  
Hostile Takeover Bank

# RUSTY AND DUSTY

**BROTHERS RUSTY AND DUSTY**  
Rust-eze are the joint founders of Rust-eze Medicated Bumper Ointment. They sponsor Lightning McQueen, but he thinks the shabby duo are bad for his hotshot image, despite the fact that they gave him his first big break.



Rusty is literally falling apart



Rust and corrosion on body

## Rusty

Rusty is a 1963 Dodge Dart vehicle. He finds even the slightest thing incredibly funny, and so does his brother.

A squirt of Rust-eze is needed!

## Dusty

Dusty is a 1967 Dodge Van. Not content with laughing at his own worn-out jokes, he also enjoys poking fun at Lightning, particularly his car sticker headlights.

**"We might even clear enough to buy you some headlights!"**

Headlights barely emit light because they are so dusty



Large windshield

Dusty's windows are dusty

# MIA AND TIA

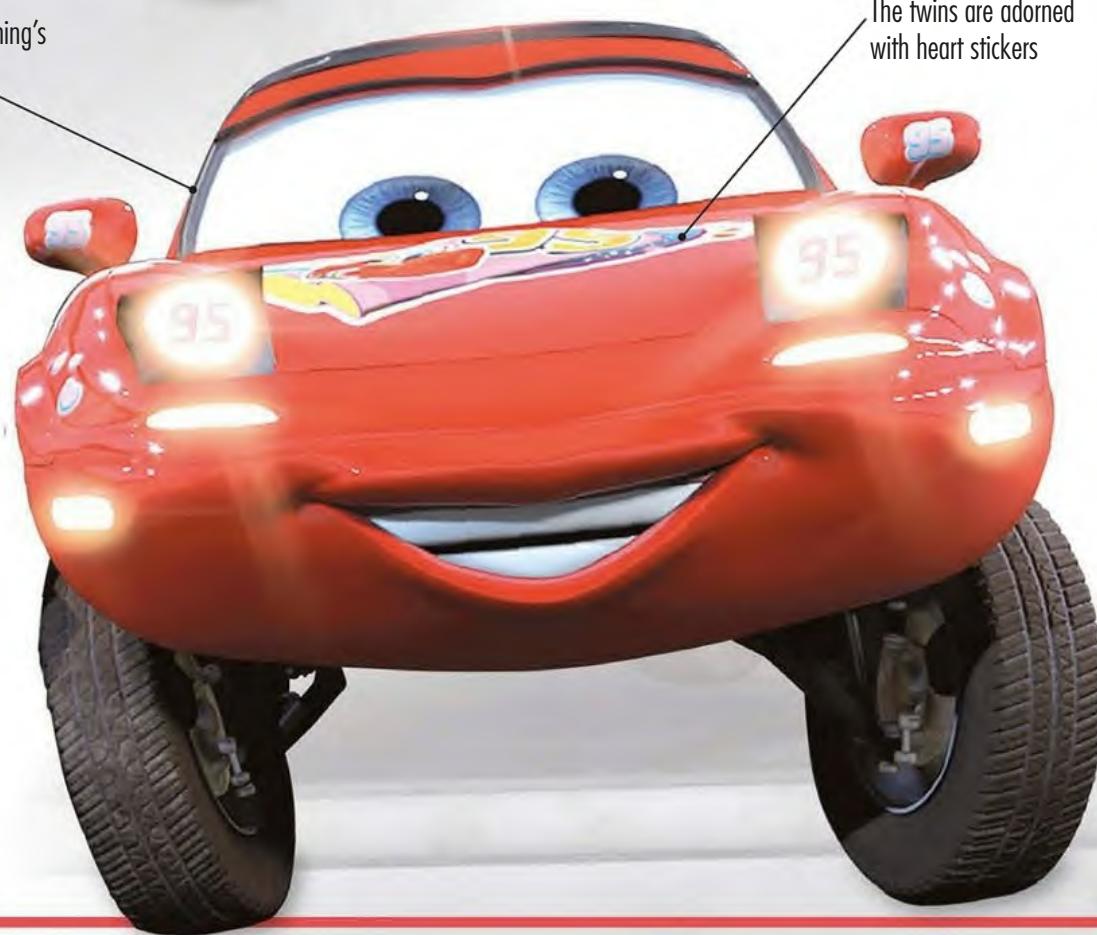
IDENTICAL TWINS Mia and Tia are Lightning McQueen's biggest fans. The glamorous groupies cheer him on whenever and wherever they can. The only way to tell these two sisters apart is by their license plates.



**“We love you,  
Lightning!”**

## Tia

Mia and Tia prove to be fickle fans. When Lightning goes missing before the final race of the Piston Cup, they switch their allegiance to his rival, Chick Hicks!



## Super fans

Mia and Tia go to all of Lightning's races. When he flashes his lucky lightning bolt, they practically faint with excitement!

Red paint job to match Lightning's

## Mia

Mia and her sister Tia are covered in stickers in honor of their hero Lightning. Replica lightning bolts, Lightning's race number 95, and, of course, some heart stickers all show that they are his #1 fans.



# THE TUNER GANG

THE TUNER gang—DJ, Boost, Snot Rod, and Wingo—are four pumped-up pranksters who think they're better than any other cars on the road. Loaded down with spoilers, speakers, and customized features, they cruise the Interstate terrorizing unsuspecting vehicles.

## DJ

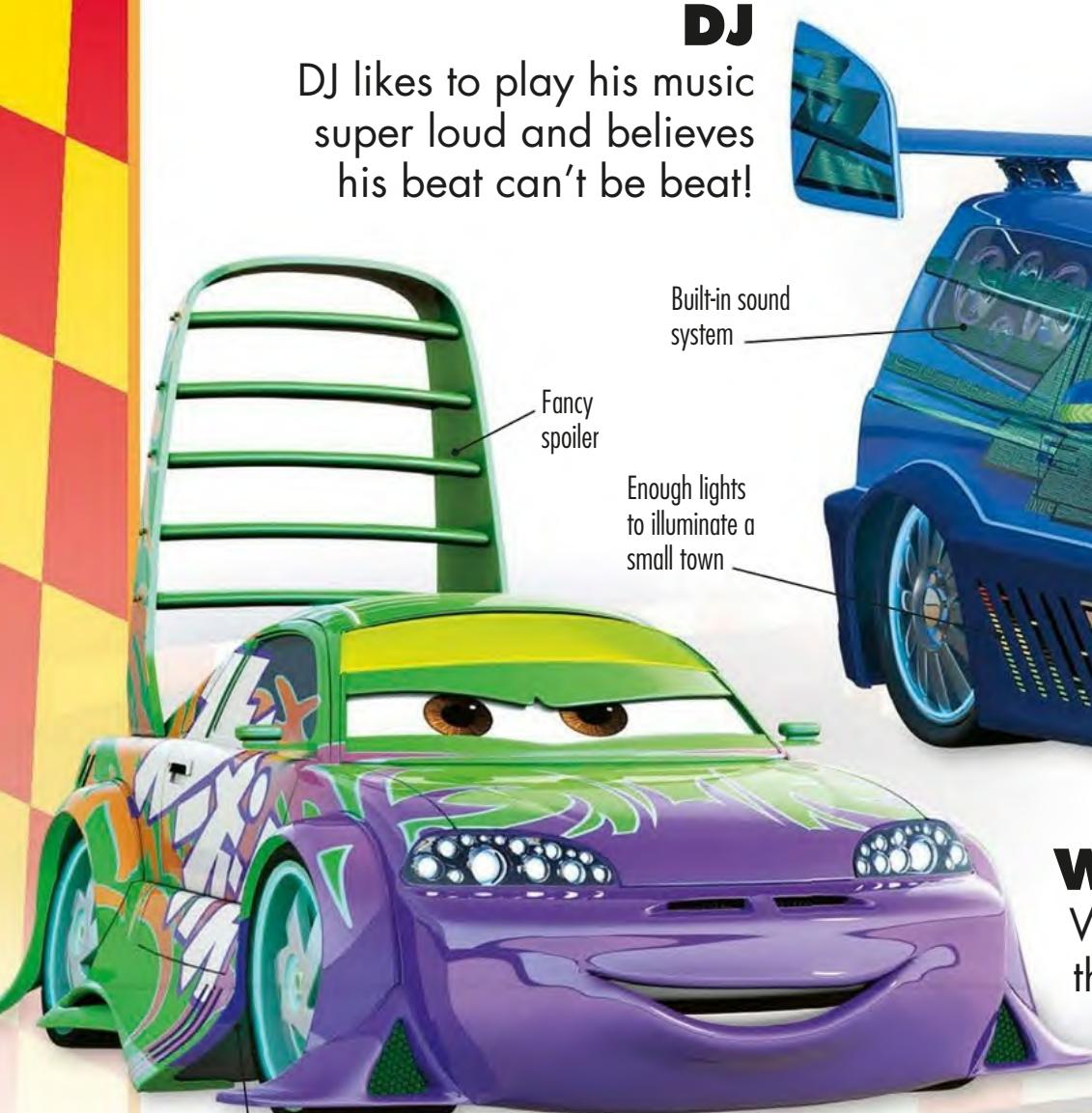
DJ likes to play his music super loud and believes his beat can't be beat!

Built-in sound system

Fancy spoiler

Enough lights to illuminate a small town

Custom paint job



Sleek body

Carbon fiber panels

## Boost

Boost is the leader of the gang. He makes sure DJ, Wingo, and Snot Rod are causing maximum mayhem.

Double mirrors



## Wingo

Wingo constantly takes his eyes off the road to admire his brightly colored paint job in the mirror.

Supercharger



Large rear tire

## Snot Rod

With his super-fast supercharger, Snot Rod is the fastest car in the gang.

When he sneezes, fire shoots out of his exhaust!

# TEX

TEX IS A SMOOTH-TALKING Texan and the owner of the mighty oil company, Dinoco. He is honest, honorable, and, above all, loyal. Tex holds the keys to the hottest sponsorship deal in racing—every car would love to be a Dinoco race car. He is on the lookout for a successor to The King, who is due to retire.



## Good guy

Nice guy Tex is extremely generous. He even lets Lightning's new pal Mater take a ride in his luxury executive helicopter!

## Did You Know?

Dinoco's success is down to a hard-working and harmonious team. The King and Tex are great friends and have been together for years.

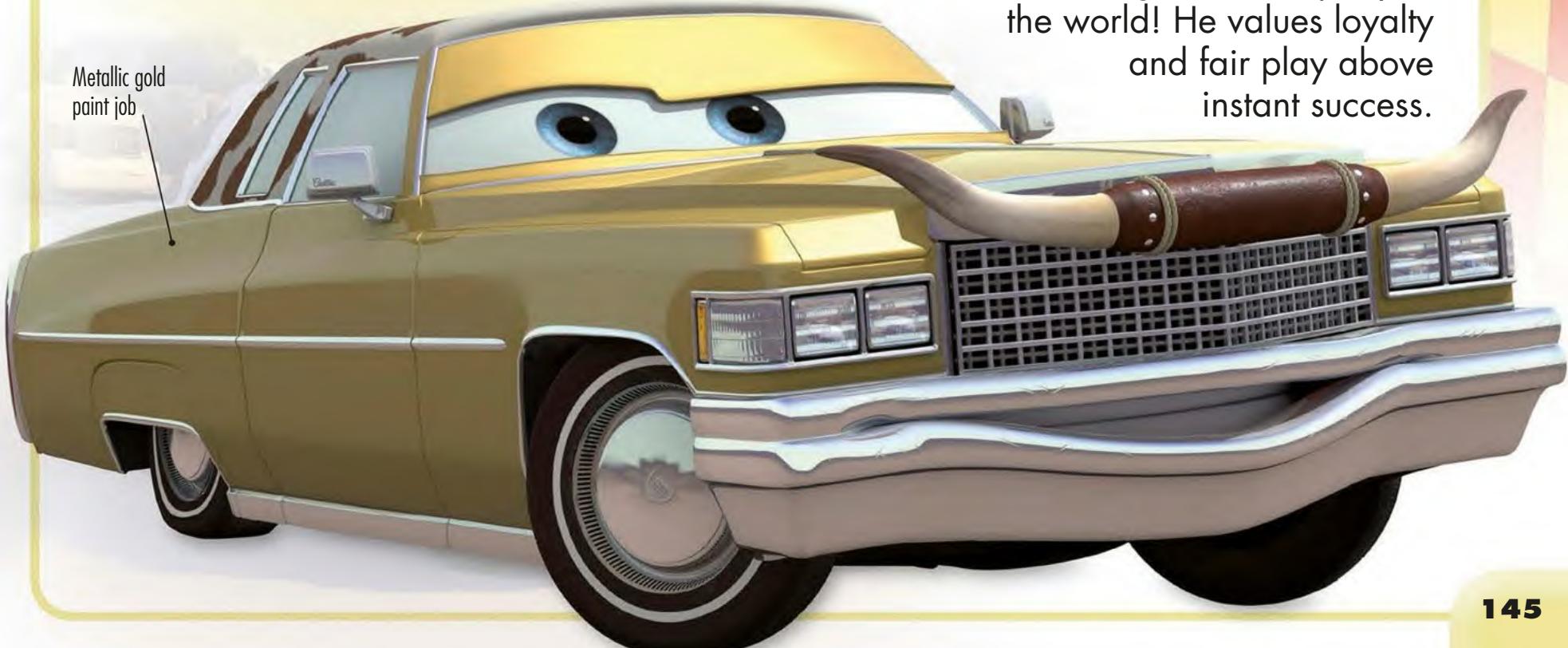
## Dream sponsor

Tex is used to race cars schmoozing him to try and get the sponsorship that all race cars dream of. The accompanying fame, money, and glamorous lifestyle certainly fire up Chick's engine!

**“You sure made Dinoco proud.  
Thank you, King.”**

**Dedicated**  
Tex knows it takes a lot of hard work and dedication to win—he started Dinoco with just one small oil well and it's now the largest oil company in the world! He values loyalty and fair play above instant success.

Metallic gold paint job





# FINN MCMISSILE



FINN MCMISSILE is a suave secret agent from British Intelligence. Cool, cunning, and charismatic, Finn remains unflappable even in extreme danger. Slick spy skills, plus a stockpile of gadgets, mean that Finn can maneuver his way out of the tightest corners and stickiest situations.



## Sly spy

Finn is an expert at hiding in the shadows. When he uncovers a plot by Professor Z to disrupt the World Grand Prix, Finn gets ready for the mission of a lifetime.

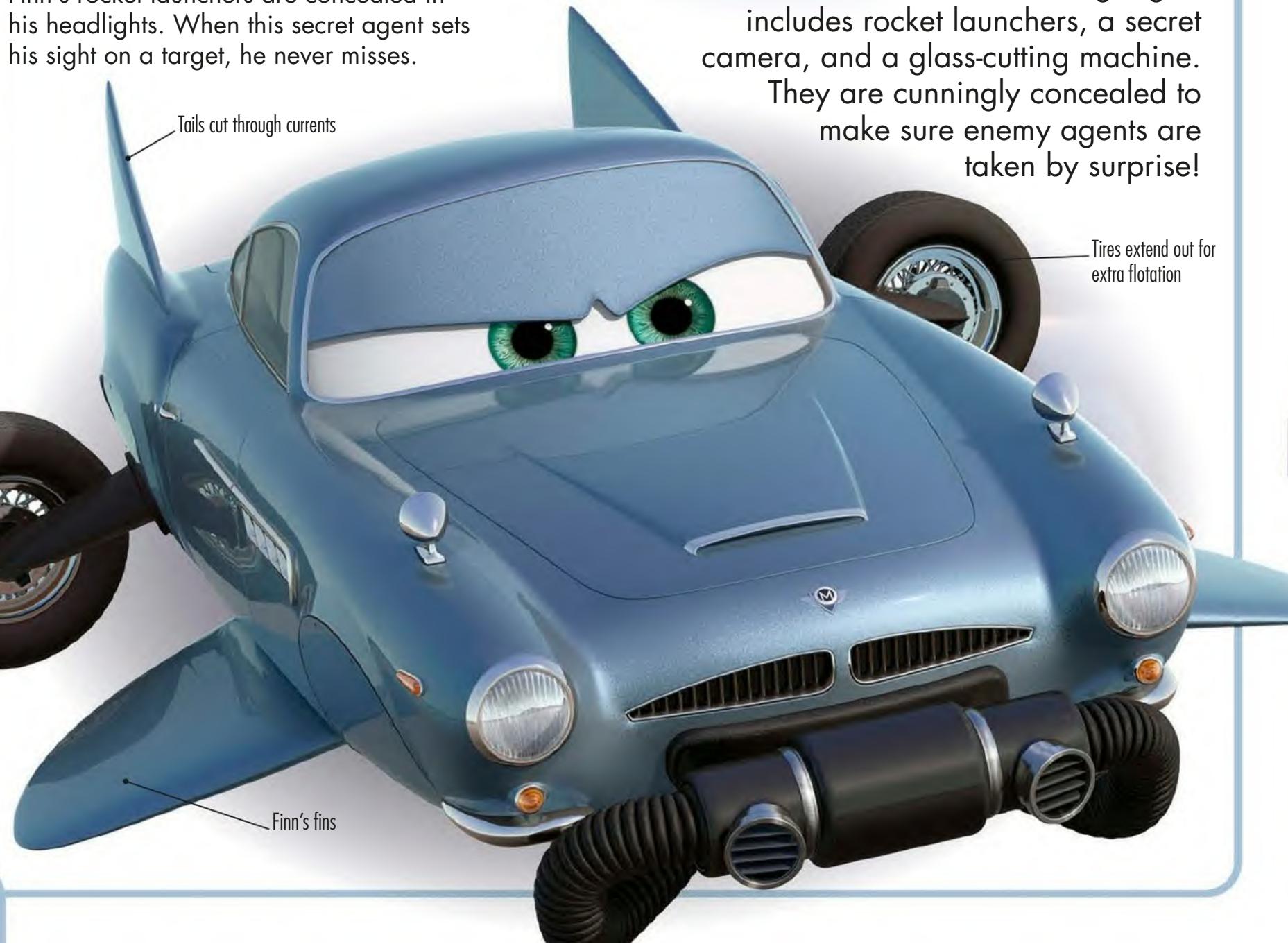


*“I haven’t properly introduced myself. Finn McMissile, British Intelligence.”*



### On fire

Finn’s rocket launchers are concealed in his headlights. When this secret agent sets his sight on a target, he never misses.



## Gadgets galore

Finn’s cool collection of gadgets includes rocket launchers, a secret camera, and a glass-cutting machine. They are cunningly concealed to make sure enemy agents are taken by surprise!

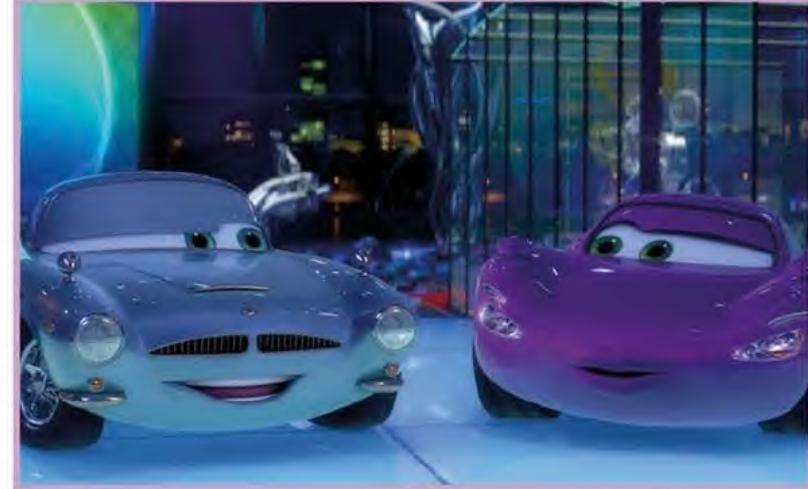
# HOLLEY SHIFTWELL

BRITISH AGENT Holley Shiftwell is fresh out of the secret agent academy. She knows the training manual by heart but has not yet experienced a real mission. When she unexpectedly finds herself working in the field with Finn McMissile, the brave agent shifts up a gear and prepares to face real danger for the first time!



## Gadget geek

High-tech Holley is fitted out with all the latest gadgets and gizmos. She's never used them in the field though, and she can't wait to test them on her first mission.



## Under pressure

Holley feels under pressure working with top secret agent Finn McMissile. However, she is a hard worker and a fast learner and is sure she can impress the experienced agent with her enthusiasm.



## Rookie no more

Finn has never worked with an agent who has so much high-tech equipment under her hood. But Holley shows him that her gadgets, such as her onboard computer, are invaluable when hunting down the enemy!

# SIDDELEY

SIDDELEY IS A slick British secret service jet plane. He spends his time flying other agents on top-secret missions and then dropping them right in the danger zone. Silver-bodied Siddeley is ultra-reliable and incredibly brave, and agents breathe sighs of relief when he swoops in to rescue them!



## On approach!

Siddeley comes to Finn and Mater's rescue when they are being attacked by the Lemons. He then flies them and Holley Shiftwell from Tokyo to Paris.



## Techno jet

Siddeley is packed full of the latest state-of-the-art gadgets. With his ultra-powerful twin engine, radar-beating cloaking technology, and arsenal of high-tech weapons, he's fine-tuned for the highest performance!

**“I’m on approach!”**



## Come fly with me

Siddeley and Finn McMissile have completed many missions together. Finn trusts Siddeley to always fly to his rescue.

# ROD "TORQUE" REDLINE

ROD "TORQUE" REDLINE is an American secret agent and one of the finest in the force. As a muscle car, he has extra strength. However, he is also able to flex other powers, including intelligence, quick wits, and the ability to completely change his appearance!



## Mission possible

Rod has vital information regarding the plot to sabotage the WGP. He has to pass it on to another agent and nothing, not even a mean Lemon, is going to get in his way!



## Cool customer

Redline is renowned for his ability to stay calm under pressure.

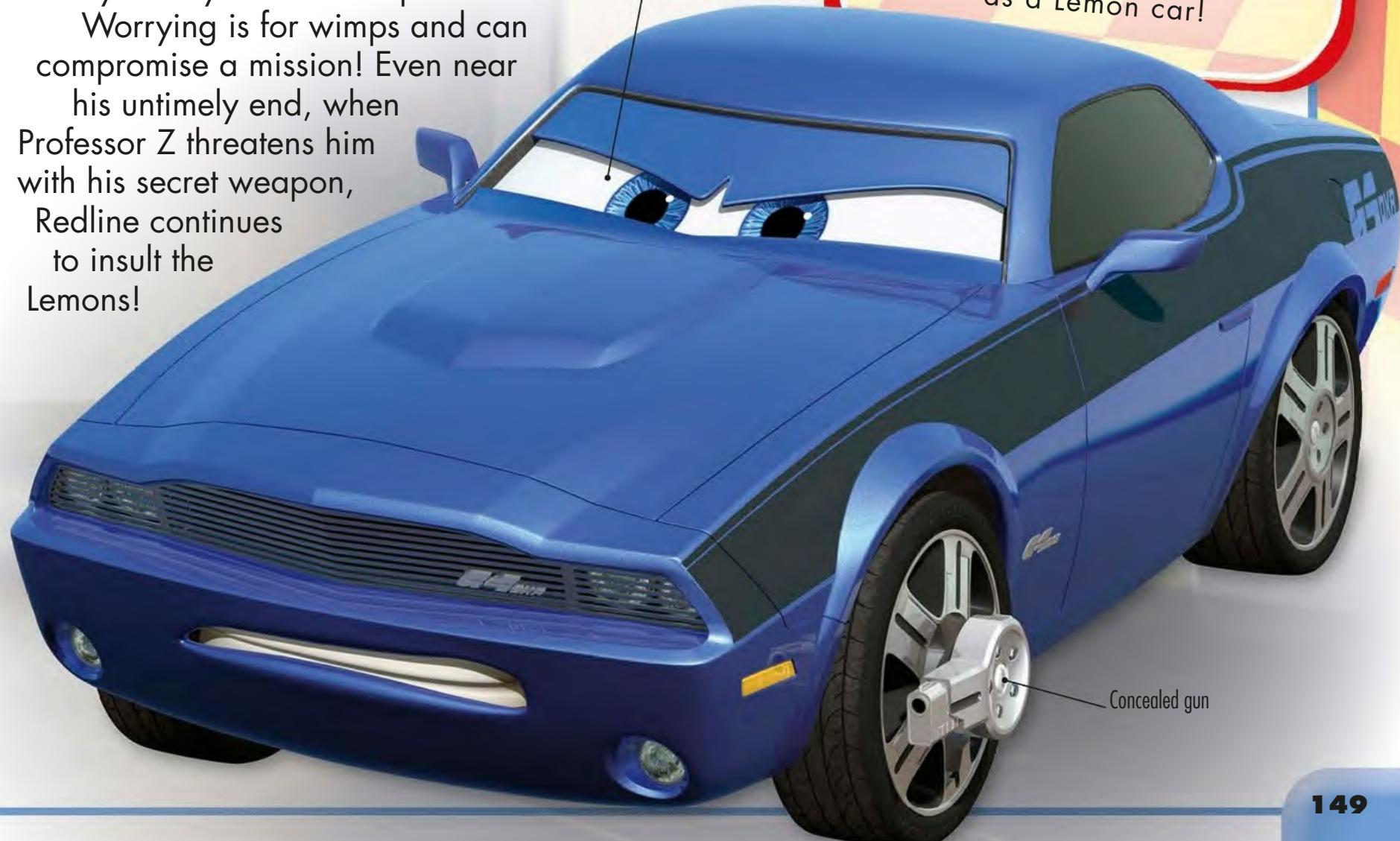
Worrying is for wimps and can compromise a mission! Even near his untimely end, when Professor Z threatens him with his secret weapon, Redline continues to insult the Lemons!

His expression hides a calm manner

## Did You Know?

Rod is a master of disguises. He is even able to disguise himself as a Lemon car!

Concealed gun



# FRANCESCO BERNOLLI

ITALIAN GRAND PRIX champion Francesco Bernoulli is Lightning McQueen's major rival to win the World Grand Prix. Fast, flashy, and a total show-off, he is the most successful race car in Europe. But despite Bernoulli's big-mouth bravado, he really respects his rivals and is a good sport.



## Attention seeker

Francesco enjoys nothing more than being in the spotlight. When the attention isn't on him, a spin on one of his sleek, 100% Italian Rotelli tires is sure to get the press bulbs flashing again.

**“Francesco is  
TRIPLE speed!”**

## Numero uno

Francesco uses sheer power to get ahead of his rivals on the track. But he also has some special tactics to rile his rivals, like teasing.

## Francesco's fans

Francesco has a huge following of fans from around the world. They admire his sleek finish and open wheels. The Italian fans love to get behind their hero, particularly when he races at his hometown track of Porta Corsa!

Red, white, and green paint job—the colors of the Italian flag

## Did You Know?

When Francesco was young, he would sneak into the famous Monza racecourse and practice for hours.



# INTERNATIONAL RACERS

THE WORLD GRAND PRIX brings together race cars from around the world. There's an incredible sense of celebration as dozens of cars travel from their home countries to take part in this exciting event. Most cars love having the chance to meet fellow racers from faraway places.



## On your mark...

The opening leg of the World Grand Prix takes place in Tokyo. It is the first time these racers will face off against one another.

### Jeff Gorvette

This all-American racing hero has been crowned Rookie of the Year, so he is a strong entrant into the WGP. He is well-known for his awesome accelerating abilities.



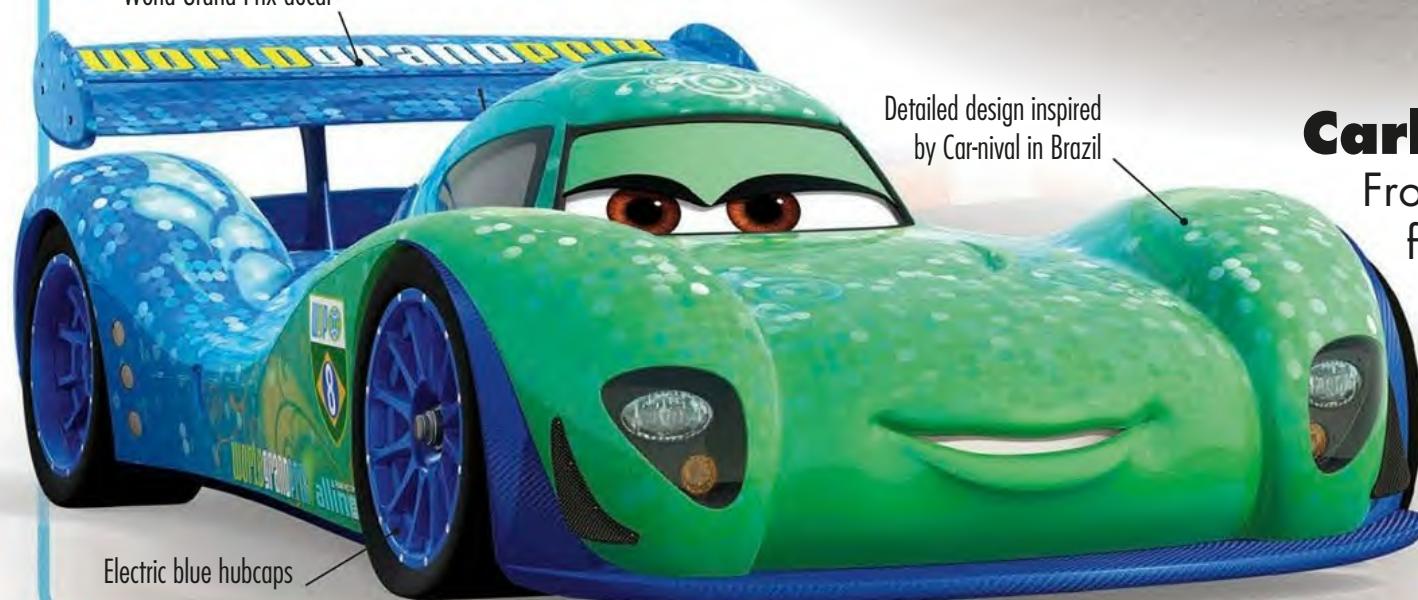
Stars and stripes of the American flag

### Shu Todoroki

Shu is focused, fierce, and fast, and his red and white paint job reflects his proud Japanese heritage. He hopes to do his home country, Japan, proud.



World Grand Prix decal



Electric blue hubcaps

### Carla Veloso

From Brazil, Carla is flying the flag for all female racers—she is the only female competing in the WGP. It is also her first race ever and she is determined to put Brazil on the map!

# MILES AXLEROD

MILES AXLEROD is a filthy rich oil tycoon. However, he appears to have decided to use his powers (and trunkful of money) to make the world a better place. An environmental campaigner, Miles has converted to electricity and is promoting Allinol, a cheap and safe eco-friendly fuel.



## Electric dreams

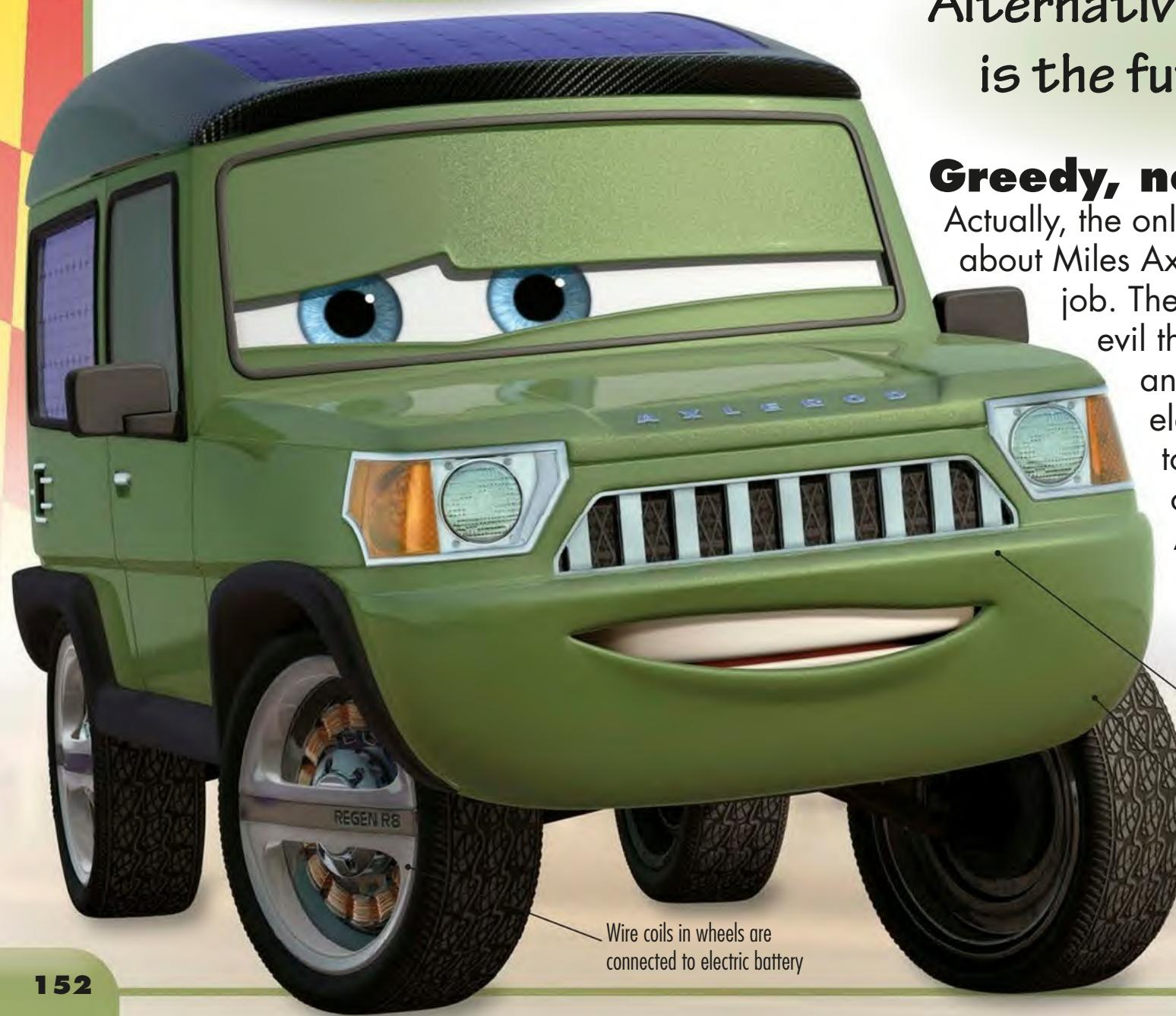
Axlerod used to be a gas guzzler, but now he is customized to within an inch of his life to be environmentally friendly. The wire coils in his wheels are connected to an electric battery, and he even has a solar panel on his roof!

## New fuel

Miles creates the World Grand Prix to demonstrate the power of Allinol. All the race cars, including Lightning McQueen, are using it.



**“Alternative energy  
is the future!”**



## Greedy, not green

Actually, the only green thing about Miles Axlerod is his paint job. The tycoon is more evil than eco-friendly and is behind an elaborate plot to destroy race cars and discredit Allinol forever, so he can get rich from oil again!

# PROFESSOR Z

PROFESSOR Z IS a mad scientist with a twisted mind. The monocle-wearing inventor spends his time designing dangerous weapons and hatching dastardly plots. His latest venture is a plot to disrupt the WGP and turn the world against alternative energy, so that cars will rely on gasoline and bring profits to the Lemon cars.



## Wicked weapon

Professor Z's deadly electromagnetic radiation ray is disguised as a camera. It might just be the Professor's most brilliant invention yet. However, the mad scientist isn't counting on a rusty tow truck foiling his plan!

## First to go

Secret agent Rod "Torque" Redline is the Professor's first victim. The tough agent doesn't stand a chance against his deadly invention.

**"Now no one  
can stop us!"**



## Evil minions

Professor Z doesn't work alone—he controls a large and loyal army of very bitter Lemons. They are eager to carry out orders for the unhinged Professor, lured by the promise of the spare parts they crave.

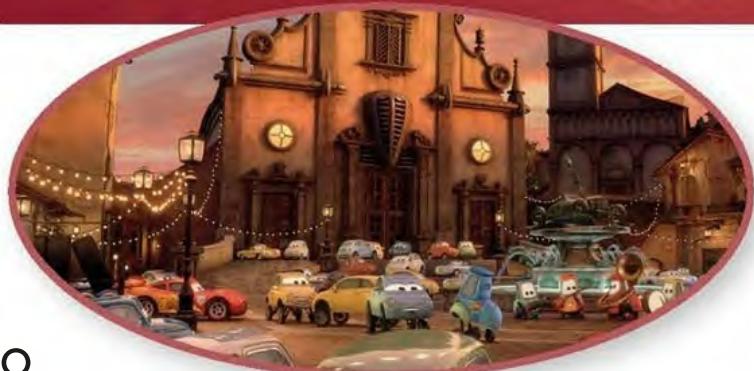


The rusty Professor could use a spray of Rust-eze!

A monocle is the trademark of evil geniuses everywhere

# UNCLE AND MAMA TOPOLINO

UNCLE AND MAMA Topolino are Luigi's favorite uncle and aunt. They live in the pretty Italian village of Santa Routina, near Porto Corsa. Uncle Topolino inspired Luigi and Guido to open their own tire shop, *Casa Della Tires*, in Radiator Springs!



## Welcome!

The Topolinos are full of warmth and wisdom. They prove that Italian hospitality can't be topped when they invite Lightning's entire pit crew to stay.



## Wise guy

Uncle Topolino is the oldest car in town, but with years of experience under his hood, he's also the wisest! Cars travel for miles to visit Topolino's village tire shop, to ask for advice on everything from tires to friendship.

**“A wise car  
hears one word and  
understands two.”**

## Full of fuel

Mama Topolino believes the secret to a happy car is a full stomach. She produces the finest fuel in Santa Routina and has made it her mission to make sure the villagers are well fed with her homemade recipe.



# VICTOR H

THE LEMON FAMILIES are controlled by powerful Lemonheads. Victor H is head of the Hugo Lemon family. He is in serious need of repair and is known to break down often. But Victor's not worried—he's got a personal chauffeur, Ivan, to tow him around!

**“Is the Big Boss here yet?”**

## V for victory

Victor is a very rich villain. He has made huge amounts of money running a network of corrupt oil refineries. Now that he has worked himself up to the position of Head of the Hugos, he intends to run the crime organization like the well-oiled machine that he's not.



### The help

Tough truck Ivan is not only Victor's chauffeur, he is also his personal bodyguard. However, Ivan is easily distracted, especially if the distraction is a pretty sports car with a flat tire.

Aggressive expression

### Did You Know?

The Lemons are divided into four families, namely the Hugos, Gremlins, Pacers, and Trunkovs.

Victor leaks little and often





# TOMBER

TINY TOMBER IS a French three-wheeler-dealer. He has a market stall where he sells old spare parts from a variety of sources, but the dubious dealer never reveals where he got them all from. Tomber's name means "to fall" in French. This three-wheeler is sometimes a little unsteady!



## In the know

Tomber and Finn have worked together for many years. There's nothing this tiny car doesn't know about cars!

Deep concentration

Two lights to see small spare parts

Unstable wheel

Mirror close to eyes

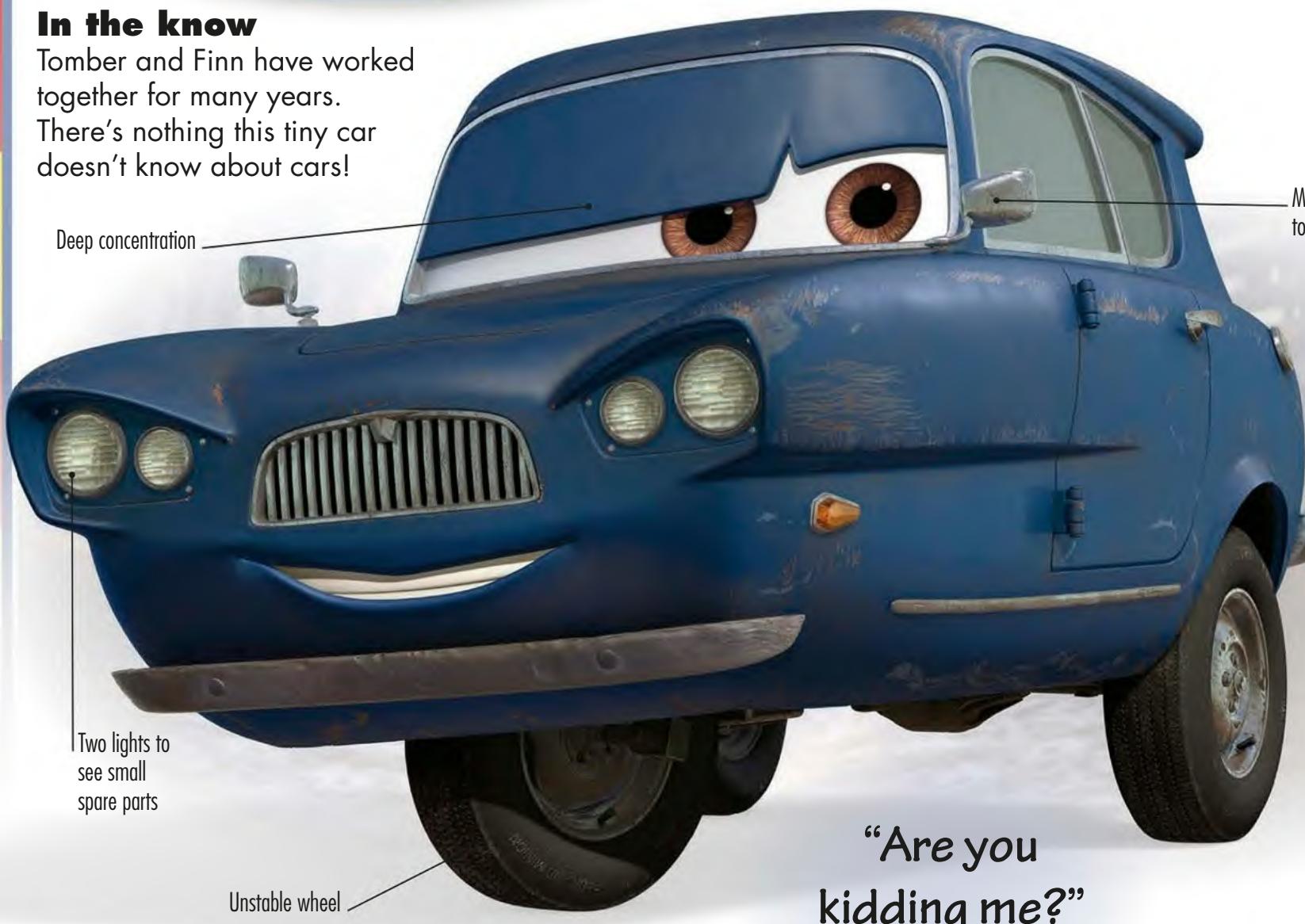


## Foreign friends

Mater and Tomber hit it off right away. They have mutual respect for each other because of their extensive knowledge of car engines and parts.

## Tomber the trader

Tomber is actually one of Finn McMissile's secret informants. The wobbly three-wheeler feeds Finn information on the Lemons and their attempts to get special spare parts.



“Are you  
kidding me?”

# GREM AND ACER

GREM AND ACER are Professor Z's chief henchcars. They are both Lemons—members of a global gang of cars with design faults and performance issues. Made bitter by their problems, the Lemons join Professor Z in his scheme to become the most powerful cars in the world.

**“Smile for the camera!”**

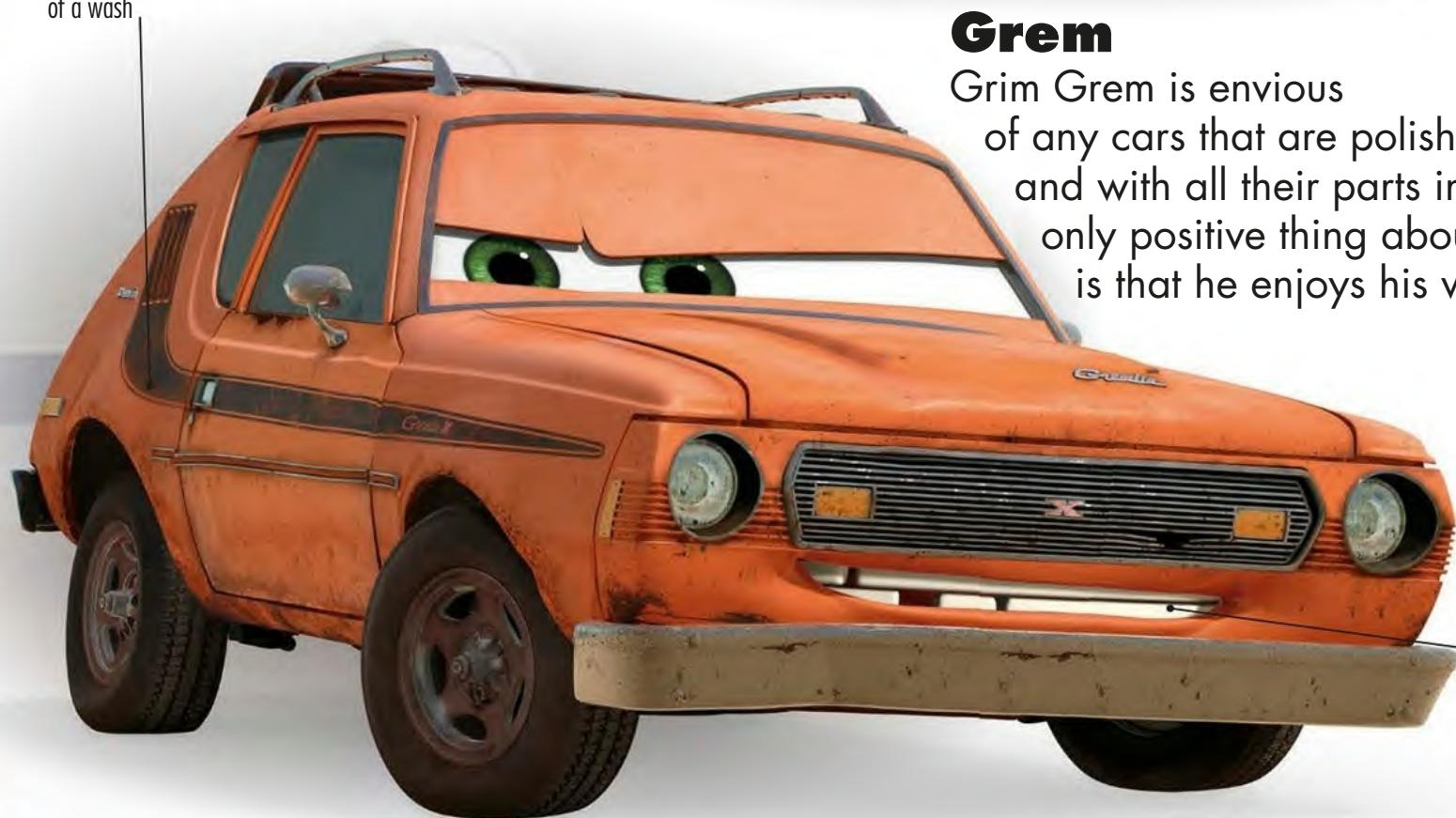
## Acer

Rusty and dented, Acer the Pacer has always felt like an outcast in the car world. He isn't afraid to get his wheels dirty by doing Professor Z's evil bidding.



## Grem

Grim Grem is envious of any cars that are polished, sleek, and with all their parts intact. The only positive thing about Grem is that he enjoys his work!





# JACKSON STORM

JACKSON STORM HAS shaken up the world of racing! This ambitious Next Gen is streamlined for speed. He is confident that nothing will stop him from winning the Piston Cup—not even Lightning McQueen.



## Storming ahead

Storm is all about speed and power, but does he have the real-life race experience to beat Lightning to the Piston Cup?

## Rude racer

Storm may be talented, but he has a lot to learn about treating others with respect. The overconfident contender is also obsessed with being in the spotlight.

Confident expression



## Simulator success

Storm trains on a high-tech race simulator instead of on an actual track. He believes that using virtual reality to analyze his performance gives him the edge.

## Did You Know?

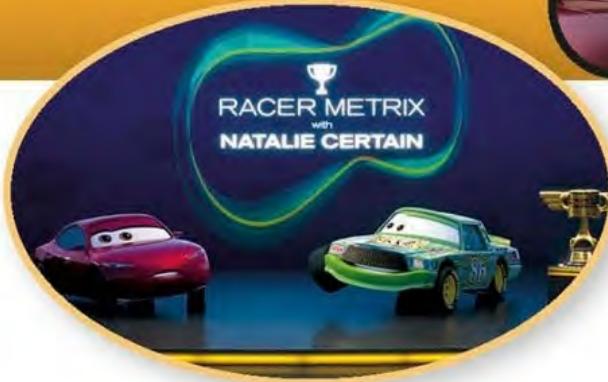
Next-generation racers use the latest technology to improve their performance—they are high tech and high speed!



State-of-the-art tires

# NATALIE CERTAIN

TV racing pundit Natalie Certain believes that there's nothing greater than data. The analyst uses her mathematical mind to predict the winner of each race. Many viewers count on her predictions!



## Bitter Chick

Natalie appears on a TV show named *Chick's Picks*. It is presented by Chick Hicks, an old racing rival of Lightning McQueen. These days, the vile veteran uses his show to fire cheap insults at his former nemesis!

**“The racing world  
is changing.”**

### Fact-packed!

Natalie's knowledge of racers is amazing! She's an expert on everything from weight distribution to aerodynamics.

Amazing  
analytical mind



### Number cruncher

Natalie is certain that data is always right. However, her calculations don't take into account the incredible passion that drives champions like Lightning McQueen!



# CRUZ RAMIREZ

Cruz Ramirez is a major factor in the success of the Next Gens. With her quirky coaching methods and instinct for knowing what makes a racer tick, Cruz can turn a rookie into a winner!



## Top trainer

Cruz is the best trainer at the Rust-eze Racing Center—and probably in the country! Her results are incredible, especially for someone so new to the business. She finds the best in each of her racers.

**“Ready to meet it, greet it, and defeat it?”**

Each of Cruz's tires has a name!



## Did You Know?

Cruz uses music and pictures to help her racers focus, especially if they are feeling homesick.



## Sterling boss

Cruz's boss, Sterling, knows that she is an important part of the business. She makes racers go faster—which makes him more money.

## Full of fun

Training with Cruz is never dull! Her offbeat sense of humor, lively personality, and unusual training methods mean that there's often a surprise just around the corner!

# MISS FRITTER

Miss Fritter is the fiercest and most feared competitor in the Thunder Hollow Crazy Eight demolition derby. Every week, the battered bus slams her rivals out of the race. She is determined to dent her way to victory!



## Fritter time

Anyone attending the demolition derby will hear Miss Fritter's army of rowdy fans. They love to chant, "It's Fritter Time!" whenever she is winning.

*"Your license plate's gonna look real nice in my collection."*



## Pile of plates

Miss Fritter loves to hang the license plates of her victims on her side. These trophies terrify the other cars, who wonder whether their plates will be next!

## Fritter fears

Miss Fritter will give you the jitters! With her sharp, pointed smokestacks and even sharper insults, she intimidates all who race against her.



Heavy chains to hold her hood down

Serious dents from years of smashing and crashing



# SMOKEY

Smokey is famous in racing circles for discovering the Hudson Hornet. An amazing crew chief and mentor, Smokey turned a rookie into a champion! These days, Smokey is retired from racing, but he has a lot of wisdom to pass on to others.



## Proud mentor

Smokey shows Lightning letters from Doc Hudson. They show how much Doc loved being McQueen's coach. This gives Lightning a new perspective on his old friend.

## Did You Know?

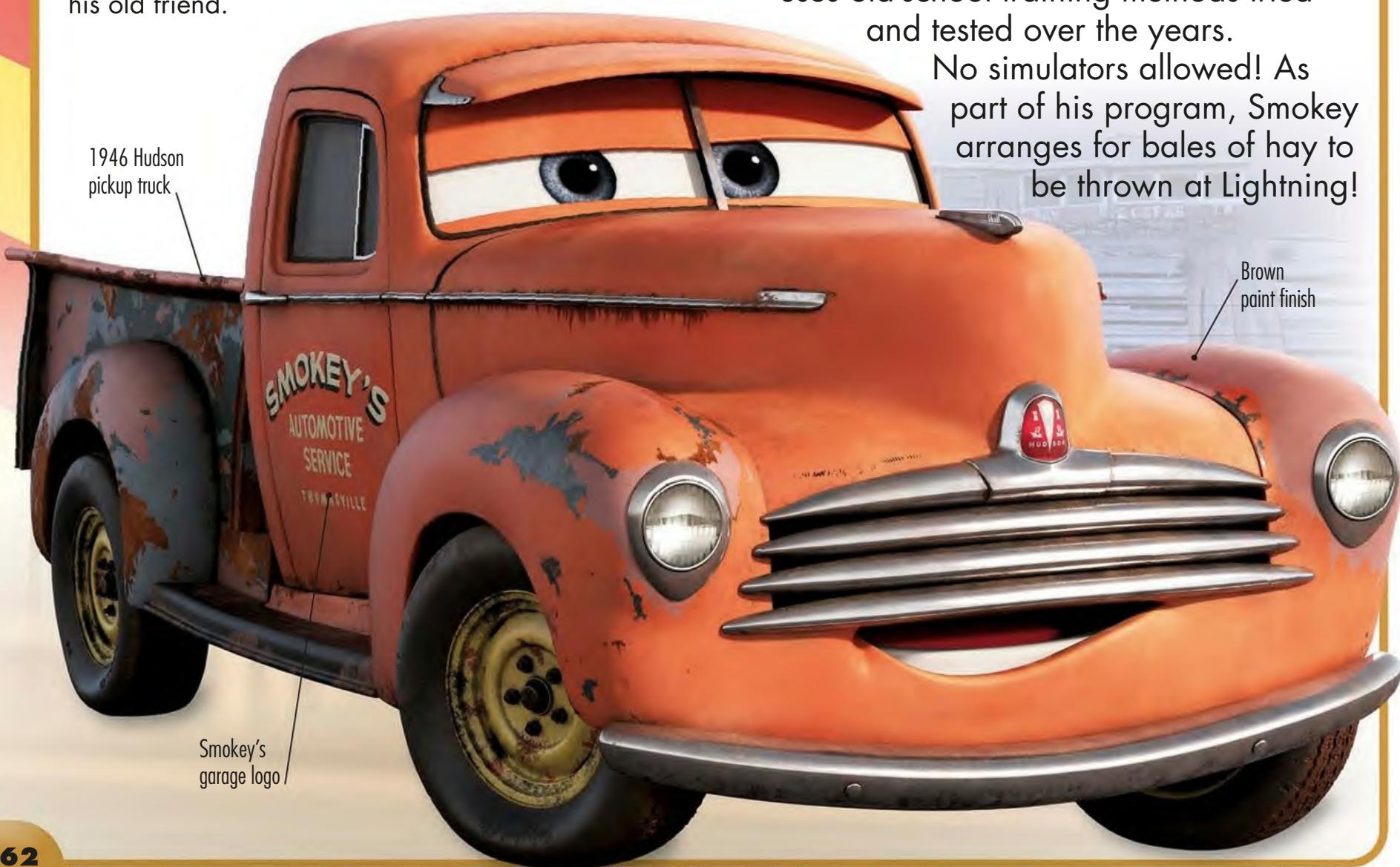
Smokey teaches Lightning that if you can't outrun your rival, you have to outthink them. Speed isn't always the answer!

*“Funny what a racer can do when he’s not overthinking things.”*

## Training with Smokey

When Smokey comes out of retirement to coach Lightning McQueen, he uses old-school training methods tried and tested over the years.

No simulators allowed! As part of his program, Smokey arranges for bales of hay to be thrown at Lightning!



# THE LEGENDS

In the 1950s, a generation of pioneering racers like the Hudson Hornet emerged, making it a magical time for the sport. Each of these Legends has some incredible stories to tell, and they are happy to share them with the track stars of today.

## Junior Moon

Junior "Midnight" Moon took a shine to racing through the woods at night, then turned to the track full time. These days Junior is more senior, but his unique spirit and winning spark have never waned.

Steel body work

Headlights (that he doesn't use under a full moon)



## River Scott

River Scott is one of the great battlers of racing. He rose from humble beginnings to the dizzy heights of the Piston Cup. His racing style was never graceful, each win earning him a few dents along the way!

Oversized dirt track tires



## Louise Nash

Louise "Barnstormer" Nash was the first female to make it big in Piston Cup racing. As well as beating old-fashioned attitudes, she beat most of the other racers, too.

Louise Nash

*"Once we got on the track, we didn't want to leave."*

Louise keeps herself in top condition



# ROAD TRIP MATER



WHEN MATER HEARS that his sister is getting married, he decides to drive across the country to be there for the big day. To his surprise and delight, his best buddy Lightning comes along for the ride. Mater can't wait for the long drive so he can explore all the dusty byways and quirky backroads to his engine's content.



## Ready, set, go!

After an exciting day road tripping and adventuring, Mater and Lightning drive off into the night. They wonder what exciting escapades tomorrow will bring.

Every dent and scratch tells a story!



## Enjoying the show

Mater enjoys watching a show at the circus with his new friend Ivy. He thinks each daring act is cooler than the last one.

## Did You Know?

Mater's sister is named Mato. Lightning can't wait to find out if she is anything like her brother!

## New adventures

Mater has a huge imagination! He's always dreaming up wacky scenarios for him and his pals. Who knows—perhaps Mater and Lightning will find themselves on some real-life wacky adventures on their road trip.

“We gotta  
wander the  
backroads.  
Make new  
friends!”

Rusty paint job from  
years of adventures

# ROAD TRIP LIGHTNING MCQUEEN

LIGHTNING MCQUEEN is no stranger to driving, but he's more used to the race track than the winding roads of America. Still, when his best friend, Mater, heads off on a road trip, Lightning decides to join him. He is excited to explore new places—and, with Mater by his side, there are sure to be plenty of adventures in store!



“There’s nobody else out here.  
We can go as fast as we want!”

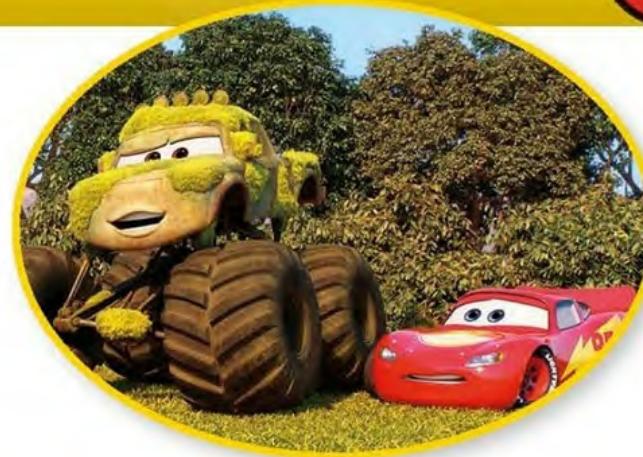
## Race car at heart

Lightning likes to test his speed on the open roads. Even though this trip is a vacation from his high-octane racing life, he still hopes that a few fun racing opportunities will come his way.

Shiny paint job is  
going to get dusty

Brand new tires,  
ready for the  
open road

New Radiator Springs decal,  
courtesy of Ramone



### Is it a monster?

Lightning’s made many friends over the years, from spy cars to racing legends. On the road trip, he’s surprised but pleased to meet Ivy—a huge monster truck.

### Clowning around

Lightning isn’t thrilled when he, Mater, and Ivy happen upon a circus. Who knew Lightning was afraid of clowns?

### Did You Know?

Lightning has always loved dinosaur cars, so you can imagine his excitement when they find a dino park!



# IVY



MONSTER TRUCK IVY used to perform stunts in front of huge crowds! But those days are over. While she loves her super-strong monster wheels, she doesn't want to crush or smash anything. If only she could find a way to use her skills without causing so much damage.



## New friends

Ivy wasn't looking for new friends—all she wanted was to be left alone—but she's sure glad she found Lightning and Mater. They give her confidence and make her laugh.

**“Speaking as a one-time hermit, I’m ready to soak it all up!”**

## Changing direction

Meeting Lightning and Mater changes Ivy's outlook on life. She finds her confidence again and decides to pursue her secret passion: dance. Her hydraulics and monster wheels help with her monster moves!



### Stunt queen

Ivy wows everyone at the circus with her bold and daring leap. It's hard to believe a truck that heavy can soar through the air so gracefully!

### Did You Know?

At first, Lightning and Mater think Ivy is a monster living in the woods!



# NORIYUKI

A CHIRPY UTILITY TRUCK, Noriyuki runs a racing team at the salt flats. His team is called the Speed Seekers, and it's not hard to understand why — speed is Noriyuki's absolute obsession. He spends his time dreaming up inventive ways for his cars to set new world records.

## Unconventional inventor

Noriyuki has a pile of spare parts and the skills of a mechanic. He loves nothing more than modifying cars with crazy contraptions. There's just one problem: Noriyuki's souped-up cars go fast ... but they have been known to fall apart at high speeds.



## New project

When Noriyuki meets Mater, he gives the tow truck an opportunity to set a new land speed record. The engineer plans to fit Mater with a pair of jet engines!

**“You may accept the privilege of racing for me.”**



## The salt flats

Noriyuki trains his team at the salt flats, the perfect location for speed seekers. Endless flat ground makes for the ultimate race track!

## Did You Know?

Noriyuki takes such a shine to Mater, he tries to convince him to join his team permanently.

# REMY



RATS AREN'T supposed to like humans, and they certainly aren't supposed to have a passion for cooking. But Remy isn't like other rats, who spend their time eating trash, dodging traps, and avoiding poison. Remy has a special talent, and he dreams of being a famous chef just like his hero, Auguste Gusteau.

## Nosing around

Remy has a highly developed sense of smell and taste. These skills help to make him a great chef, but they are also pretty useful skills for a rat. Remy is the best poison-checker in the whole colony.

**"If you are what you eat, then I only want to eat the good stuff."**

## Anyone can cook

When the food critic Anton Ego demands dinner, Remy knows just what to make—ratatouille. After a single bite, the famous critic is a changed man and declares that Remy is "the finest chef in France."



## Lucky break

Remy's curiosity about humans leads to trouble, just as his dad said it would. The rat colony has to flee its home, thanks to Remy, while he ends up alone in Paris. Fortunately, he finds himself right outside Gusteau's restaurant!



## Natural chef

At first, Remy's pal Linguini gets all the credit for being the exciting new chef. When the truth is revealed, it takes a while for everyone to get used to the idea, but with a pinch of luck, a dollop of friendship, and a *soupçon* of talent, Remy finally finds the recipe for success.

# LINGUINI

WHEN CLUMSY garbage boy Linguini spills the soup in *Gusteau's* kitchen, it turns out to be the luckiest accident he has ever had. Remy saves the soup and Linguini's job, and the unlikely pair form a double act that will change both of their lives.

## Did You Know?

Linguini has been fired from every job he has ever had. Working at *Gusteau's* is his last chance.



### Food of love

It's not always fun being controlled by a rat, but Linguini finds some unexpected benefits. Not only does the "little chef" take control in the kitchen, he also gives his shy pal a head start with his love life.

**"You know how to cook, and I know how to appear human."**

### An heir in the soup

Linguini is Auguste *Gusteau's* secret son, but he has none of his father's talent. However, when Remy's soup is a hit, Linguini gets the credit and is asked to make it all over again. With Remy's help, Linguini is a success.



### In control

Linguini has a problem: He can't actually cook, but Remy can. Clever Remy has an idea—he hides under Linguini's chef's hat and guides his movements by pulling his hair. Amazingly, it works!

Ill-fitting chef's uniform



### True chums

Taking a chance on a talented rat is the smartest thing Linguini has ever done. His life has never been better!



Beat-up old sneakers

# RATATOUILLE

# SKINNER

**SNEAKY CHEF** Skinner is a small guy with big plans. After Chef Gusteau's death, he becomes Head Chef and doesn't let anyone forget who's boss. The short-tempered chef rules the kitchen by fear. However, when he meets an even smaller chef, Skinner finally gets what he deserves.



Large toque (chef's hat)



Mean expression

Aggressive stance

## Short-term thinking

Skinner only cares about making money, so he wants to put *Gusteau's* name on a tacky range of fast food. The great Auguste Gusteau would be horrified!

## Low-down chef

Scheming Skinner smells a rat. He knows that Linguini is hiding one somewhere, but he can't prove it. When he finally figures out that the rat is the chef, Skinner kidnaps Remy and tries to make him create a range of frozen fast food for him.



## Ratting them out

Linguini and Remy are too smart for Skinner, but the mean chef has the last laugh. He reports the rat infestation to the health inspector, and *Gusteau's* is closed down!

**“You’re fired!”**



## Sneaky

Until Linguini arrives, Chef Skinner stands to inherit the restaurant. He is determined that Linguini will not find out that he is really Gusteau's son.

## Did You Know?

Vertically challenged Chef Skinner is obsessed with looking taller. He wears an extra-large chef's hat, but still needs a ladder to taste the soup!

# COLETTE

AS THE ONLY female chef working at *Gusteau's*, Colette has had to be tough to survive. She is often the first person to arrive in the morning and the last one to leave at night. She is determined to be a top chef. But underneath her hard-baked exterior, Colette is sweet and kind.



## Follow the recipe!

Colette always follows Gusteau's original recipes to the letter. She truly believes in his motto that anyone can cook—even the garbage boy. Or a rat!

## Tough teacher

Colette is assigned to teach rookie chef Linguini the basics. At first, she is very strict, but as Linguini proves to be a willing and grateful pupil, Colette starts to like him. And when he kisses her (thanks to Remy, of course), she starts to do more than just like him ...

## Did You Know?

Colette's preferred mode of transportation is a powerful motorcycle. She loves to ride around Paris on it.



## Getting fresh

Colette can tell if a loaf of bread is fresh just by tapping it. To her, a fresh loaf sounds like sweet music!

Spotless white uniform

Busy hands

**“You are one of us now.”**



## Standing up for others

Colette has strong principles and stands up for what, and whom, she believes in.

Sensible, nonslip shoes



# EMILE

REMY'S BIG BROTHER is a picky eater—whatever he picks up, he eats. Emile is happy to eat garbage and doesn't understand Remy's love of fine food or his habit of washing his paws before eating. However, easygoing Emile accepts that his brother is different and goes along with all his ideas, no matter how weird or dangerous they are!

## Did You Know?

Emile has two great fears in life—being hungry, and being struck by lightning!



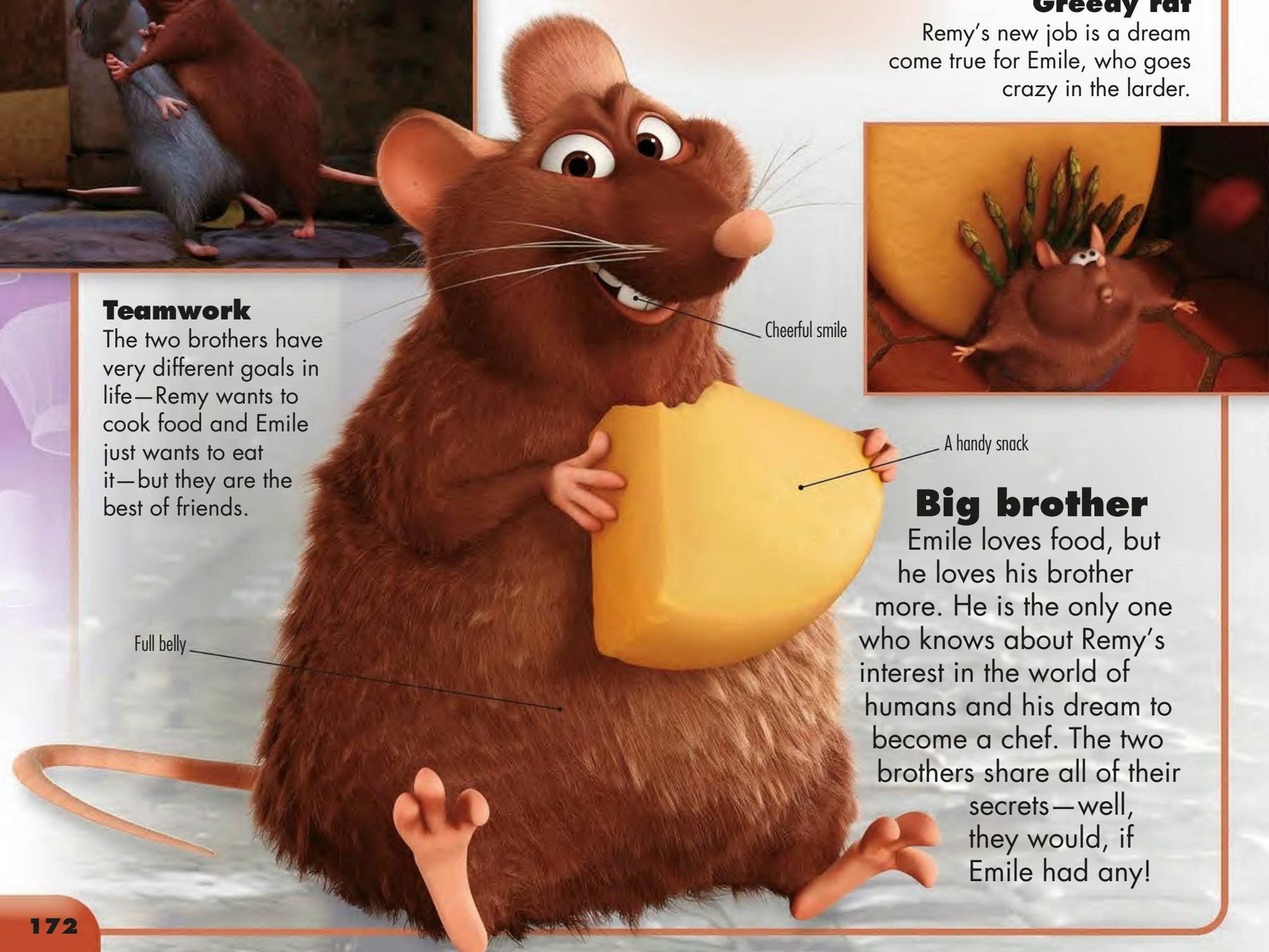
### Caught!

For once, Emile is not thinking about food. Thanks to his little brother, he is in danger of being shot by a little old lady!



### Teamwork

The two brothers have very different goals in life—Remy wants to cook food and Emile just wants to eat it—but they are the best of friends.



### "You have a gift!"

### Greedy rat

Remy's new job is a dream come true for Emile, who goes crazy in the larder.



A handy snack

### Big brother

Emile loves food, but he loves his brother more. He is the only one who knows about Remy's interest in the world of humans and his dream to become a chef. The two brothers share all of their secrets—well, they would, if Emile had any!

# DJANGO



## RATATOUILLE



### Food advice

Django thinks that being fussy about food is a recipe for disaster. He worries that a sensitive rat like Remy won't survive in the real world. Food is fuel, nothing more.

REMY'S DAD HAS no problem with the way rats live or what they eat. To Django, taking food isn't stealing, if nobody wants it. As the rat colony's leader, it is his job to keep the pack together and safe from the rats' greatest enemy—humans. If only he could make his youngest son understand that he is just trying to protect him.

### Protective dad

Django loves both his sons, but Remy is definitely more high-maintenance. Django worries that his youngest son is putting himself and their colony in danger by getting caught up in the world of humans. After all, what's so wrong with being a rat?

**“Shut up and eat  
your garbage!”**



### Family man

Django doesn't agree with Remy's career choices, but when his son needs help, he is there for him. If Remy needs some kitchen staff, then Django and his colony will scrub up and pitch in!

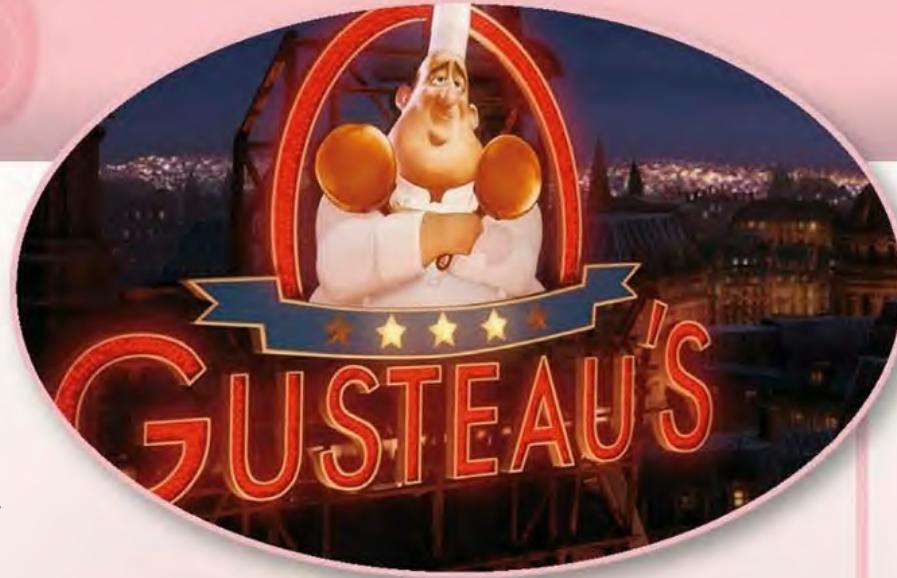




# GUSTEAU

## RATATOUILLE

ONCE CONSIDERED the finest chef in Paris, Auguste Gusteau ran a five-star restaurant, wrote a world-famous cookbook, and also starred in his own TV cooking show. Unfortunately, a bad review of his restaurant by food critic Anton Ego cost Gusteau one of his stars and broke the now four-star chef's heart.



### Anyone can cook

Auguste Gusteau was the youngest chef ever to get a five-star rating. But despite being a culinary genius, he believed that creativity could come from anyone, anywhere. His cookbook, *Anyone Can Cook*, is budding chef Remy's most cherished possession.

#### Did You Know?

When Gusteau died, his restaurant lost another one of its stars. The now three-star restaurant is a shadow of its former glory.



### Friend in need

Alone in Paris, Remy could really use a friend. Somehow, the spirit of Chef Gusteau appears to guide him. Is he real? Remy doesn't know, but, real or not, he helps the talented rat believe in himself.

### Bright lights

Before Ego's review, *Gusteau's* was the most fashionable restaurant in Paris and was fully booked five months in advance.



# ANTON EGO

THE WORLD'S most feared food critic loves to dish out cutting criticisms. Ego's reviews can make or break a chef's reputation, but the fussy foodie is extremely hard to please and few restaurants ever meet his high standards. He is an expert on fine food, but doesn't seem to find much pleasure in eating it.

Long, bony fingers



## Did You Know?

Ego has a loyal butler named Ambritser. The poor man is terrified of his brooding boss.

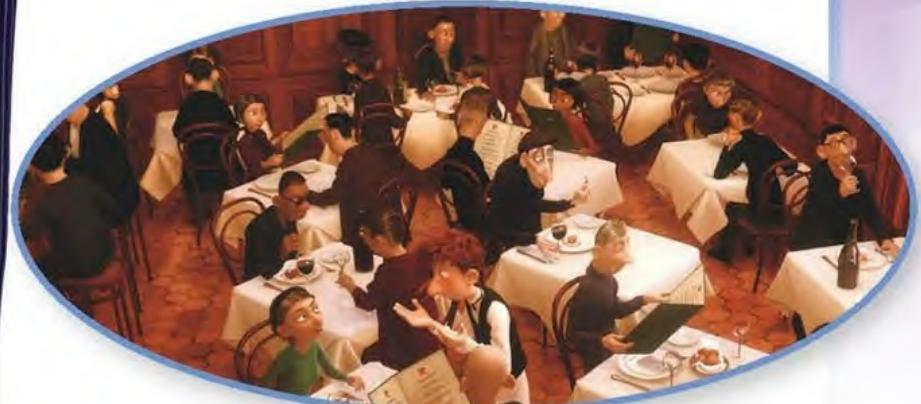


## Food snob

Ego's beliefs are the complete opposite of Gusteau's. The culinary connoisseur does not believe that just anyone can cook. Certainly not a rat!

## Hard to please

Remy and Linguini are creating a sensation in *Gusteau's* kitchen, but their success brings an unwelcome visitor—Anton Ego. The cranky critic demands to be hit with Linguini's "best shot." He doesn't expect to be impressed.



## Happy memories

One bite of Remy's ratatouille, and Anton Ego's cold heart melts. His big ego disappears as he remembers a little Ego whose mother comforted him with simple food, seasoned with love.

Long, skinny legs

**"I take cooking very seriously."**

## A new Anton

Eating Remy's food changes Anton Ego forever. He becomes a happier person and learns to really love food again.

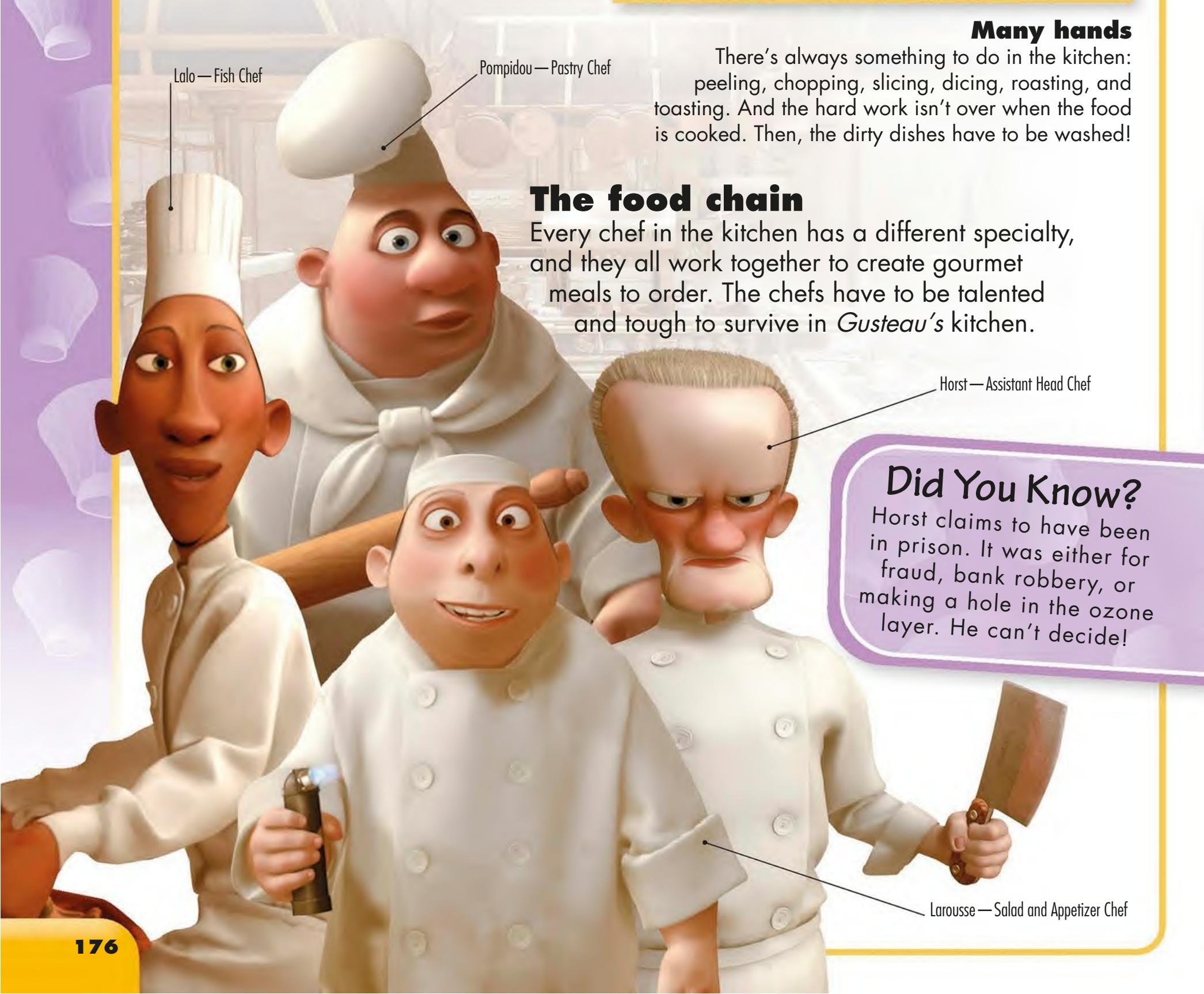


# THE CHEFS

A GOOD KITCHEN requires organization, teamwork, and a certain *je ne sais quoi*—and *Gusteau's* is no exception. Although Skinner is the boss, it is his highly trained, highly skilled, and highly unusual chefs who do all the really hard work.



**Did You Know?**  
Fish Chef Lalo ran away from home to be an acrobat, until he decided he preferred cooking.



## Many hands

There's always something to do in the kitchen: peeling, chopping, slicing, dicing, roasting, and toasting. And the hard work isn't over when the food is cooked. Then, the dirty dishes have to be washed!

## The food chain

Every chef in the kitchen has a different specialty, and they all work together to create gourmet meals to order. The chefs have to be talented and tough to survive in *Gusteau's* kitchen.

Horst—Assistant Head Chef

## Did You Know?

Horst claims to have been in prison. It was either for fraud, bank robbery, or making a hole in the ozone layer. He can't decide!

Larousse—Salad and Appetizer Chef

# MUSTAFA

AS HEAD WAITER at *Gusteau's*, Mustafa is one of the most important people working in the restaurant. The chefs might think that the hard work happens in the kitchen, but it is Mustafa and his team of waiters who must ensure that customers have a first-rate dining experience.

## New creations

Linguini and Remy's success in the kitchen means that customers are demanding new, exciting dishes. And it's up to Mustafa to tell the chefs!



“Do you know what you'd like this evening, sir?”

## Middle man

Plump Mustafa might look like he knows a lot about food, but he just serves it. If things go wrong in the kitchen, it is poor Mustafa who must explain things to the hungry customers. Being a head waiter is a very stressful job!

## Did You Know?

When Linguini and Remy's secret is revealed, Mustafa and the other waiters walk out. So Linguini pulls on his skates and waits on the whole restaurant by himself!



## Rat!

When Mustafa grabs a dish from a passing cart, he gets a little more than he expected. Fortunately, Remy is too quick for him.

Tired eyes

Flushed cheeks





# WALL•E

WALL•E

IT'S 2805, AND humans have left trash-covered Earth to live in luxury spaceships. Alone in a world covered in garbage, rusty but reliable WALL•E is the last clean-up unit on Earth. His job is to collect and cube garbage, but he brightens up his days by discovering treasures among the debris and listening to his favorite song.



## Trash to treasure

WALL•E loves to collect artifacts the human race left behind—even if he has no idea what they were actually used for.

## Fantastic find

When WALL•E finds a living plant, he has no real idea of what it is. However, he senses that it is precious and is determined to look after it.



## Did You Know?

When WALL•E shuts down, he pulls in all his limbs and goes into cube mode. This is also useful when he is scared!

## Game changer

The arrival of probe-bot EVE opens WALL•E up to a whole new world. When he shows his new friend the tiny green plant he has found, it triggers events that alter not only WALL•E's destiny, but also that of the entire human race.



## Narrow escape

When WALL•E is helping EVE, he is blind to personal peril. He narrowly escapes being destroyed in the exploding escape pod—but saves the vital plant.

# EVE

COOL, SMART, and state-of-the-art, this probe-bot is totally focused on her directive to discover plant life on Earth—until she meets WALL•E. It's not love at first sight for EVE, but the rusty robot soon brings fun, affection, and even a little dancing into her super-efficient world.

## Shutdown

As soon as EVE sees WALL•E's plant, she shuts down. WALL•E fears that he has lost his new friend forever.



Eyes convey a variety of expressions

## Dream team

Returning to space, EVE seems to forget her new friend, until she realizes that she needs him. EVE and WALL•E team up against bad bots Auto and GO-4 to save the planet and finally allow humans to go home to Earth.

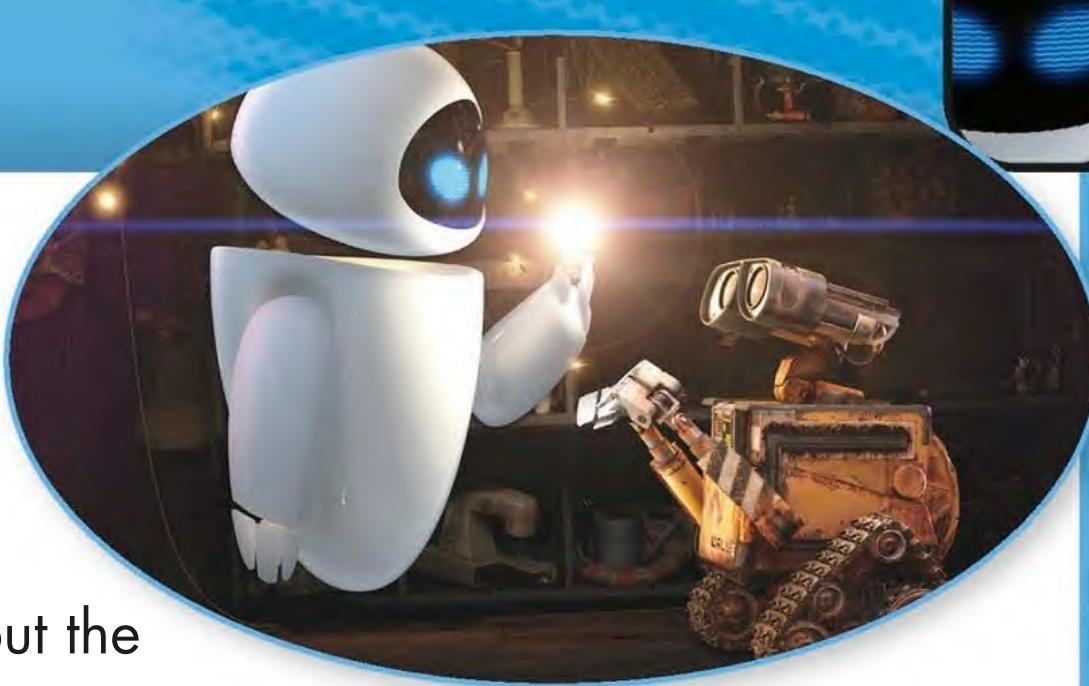


## Daring duo

Two bots are better than one when it comes to outwitting the security forces on board the *Axiom*. EVE provides flight power and WALL•E has a never-give-up attitude.

Sleek body

Arms function like wings



## Light up my life

WALL•E shows how much he cares for EVE by sharing with her the most magical thing in his whole collection.

WALL•E

# AUTO

WALL-E

THE AXIOM'S autopilot is programmed to handle the running of the ship, leaving very little for the human captain to do. The automated steering wheel has a beady red eye that sees everything, making his master feel pretty much useless most of the time.



## Who's the boss?

The Captain thinks he calls the shots on the *Axiom*—but when it's crunch time, Auto is ready to confine his "master" to his quarters.

## Secret orders

This sneaky robot has a secret: in the case of life ever being found on Earth, it must follow directive "A113," and prevent humans from returning home. The autopilot is programmed to do anything—even disobey the Captain—to carry out his orders.

### No way home

Auto is convinced there is no possibility of returning to Earth—but the secret information he relies on is over 700 years out of date.

### Did You Know?

Auto isn't really a bad guy—he's programmed to follow orders, and there's nothing he can do about it!



## Manual override

The mutinous machine has one weakness, and the Captain finally finds it. By switching control to manual, he puts mankind back in charge of its own destiny.

**"Give me the plant."**

# GO-4

THE HEAD OF security on the *Axiom*, this ruthless little machine knows everything that goes on aboard the ship. He gives the steward-bots their orders and acts swiftly to send any renegade robots to the Repair Ward. GO-4 takes his responsibilities seriously and enjoys any opportunity to fire his red ray at troublemakers.

## Did You Know?

GO-4 ends up taking a trip out of the window of the Control Deck and lands in a heap on the Lido deck!

### Self-destruct

Faced with orders to destroy the plant immediately, GO-4 sneaks it into an escape pod and sets it to self-destruct. Luckily, WALL•E is watching!



### Ray power

He may only be a little guy, but GO-4 can make a big impact with his red ray. It creates a force-field that can even hold back an angry EVE.

### Plant pilferer

GO-4 is not a bad bot, but he has been programmed by the Buy-n-Large Corporation to destroy any vegetation arriving from Earth. He intercepts the plant as soon as EVE arrives, and only WALL•E's heroics prevent GO-4 from destroying it.



# M-O

WALL•E

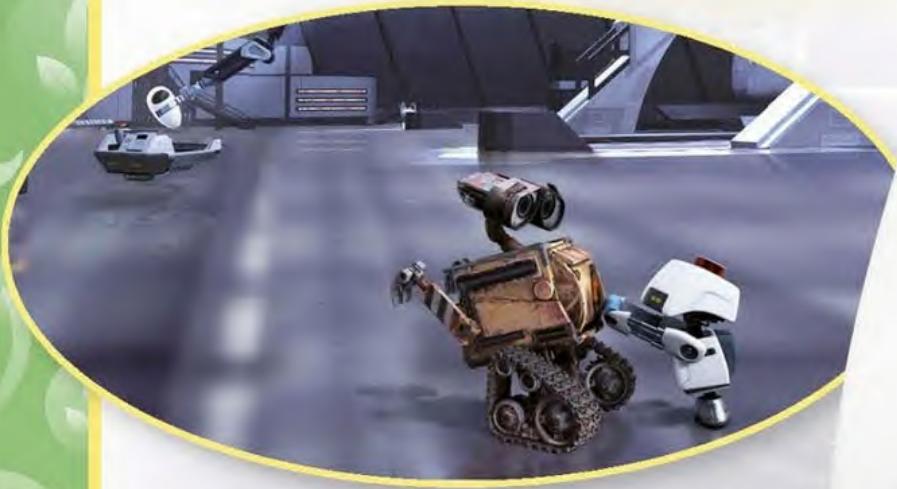
KEEPING THE SHIP clean is all M-O cares about. He is the best in the business, able to spot contamination that humans can't even see. A rotating device attached to his arms can clean away all known dirt in a matter of seconds. Life for M-O is neat and tidy—until he meets WALL•E.



## Did You Know?

M-O's name is short for Microbe-Obliterator, and he is programmed to destroy all dirt.

## “Foreign contaminant!”



### Good, clean fun

Even when the pair have become friends, the dedicated M-O can't resist giving his pal a little polish.

### Friend or foe

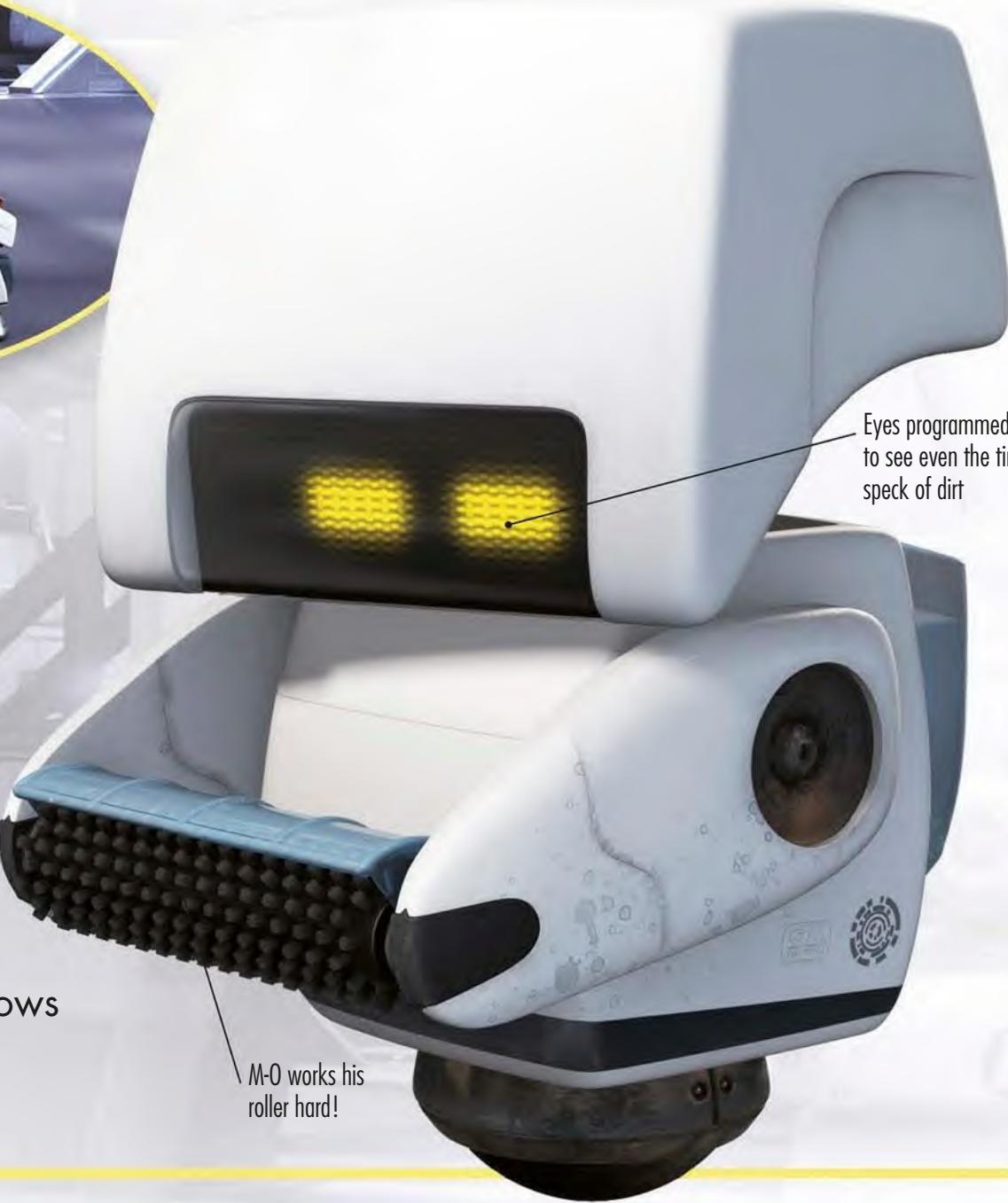
The new arrival from Earth creates filth readings that go right off the chart. Well, he has spent his whole life working with trash. M-O is so intrigued by WALL•E's dirtiness that he follows the intruder around and even ends up saving his life.

Eyes programmed to see even the tiniest speck of dirt

M-O works his roller hard!

### On the trail

Diligent M-O is determined to track WALL•E's trail of contamination to its source and clean up the mess once and for all. Somewhere along the way, his disgust turns to respect for a robot that can survive with all that filth.

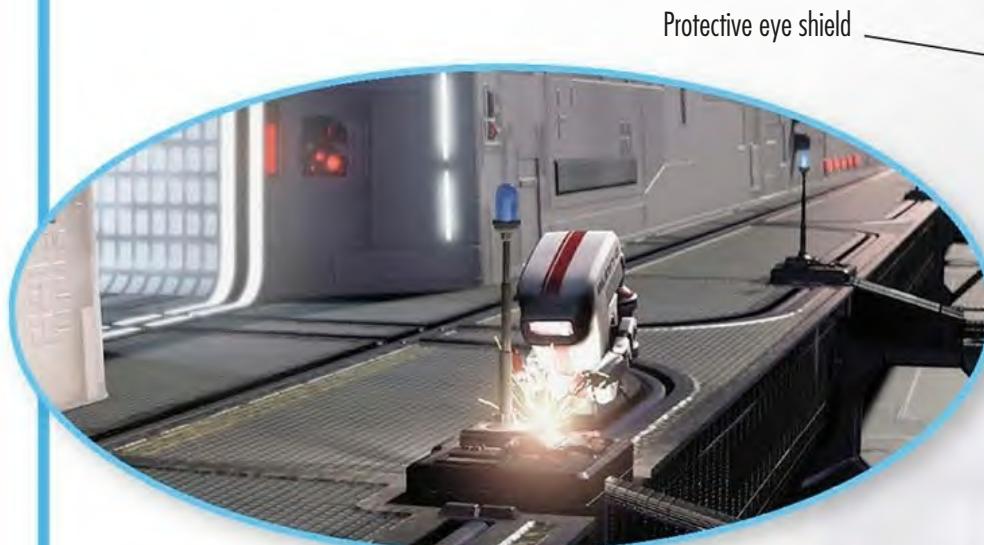


# BURN•E

IT WOULD BE hard to find a more motivated worker on the *Axiom* than this Basic Utility Repair Nano Engineer, or BURN•E. The little repair-bot runs on a single track outside the ship and has a single-minded attitude toward getting the job done. Whether it's a humdrum light fixing or major outside repairs, BURN•E is on the case.

## Did You Know?

Poor BURN•E once got stuck to the outside of the ship during a hyperspace jump.



### Hot stuff

BURN•E is an expert welder, and repairing this exterior lamp on the *Axiom* really ought to be a trouble-free job. Unless WALL•E happens to be in the area ...

Light to show the way

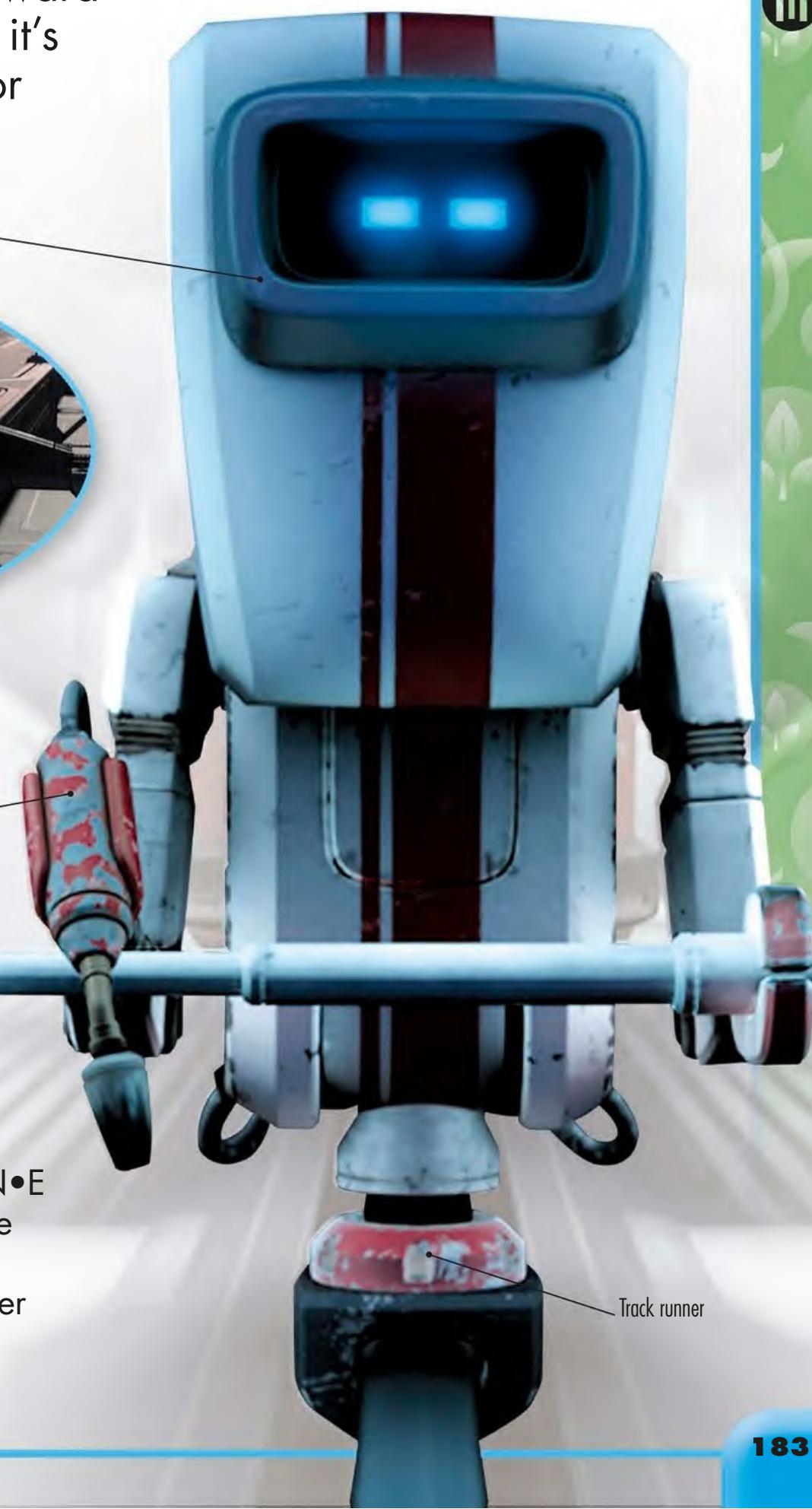
Welder

Protective eye shield

WALL•E

### Locked out

Not every repair job goes completely according to plan, and sometimes BURN•E can be a little accident prone. He can be unlucky, too, such as when he is locked outside the ship by WALL•E and EVE after their space flight. Luckily, BURN•E has just the tools to cut his way back in.





# THE CAPTAIN

WALL.



## Groomed to go

The Captain is so reliant on machine pampering, he simply cannot face the day without his massage from a HAN-S bot and grooming by a PR-T bot.

BEING IN CHARGE of an executive starliner may sound like a stressful job, but life is easy for Captain B. McCrea. The ship is run by robots, so all he has to do is greet the passengers every morning and remind them what day it is. He gives a daily weather report: It's always a pleasant 72 degrees!

**“I don’t want to survive.  
I want to live.”**

## I’m in charge!

The Captain proves that he is the man in charge when evidence arrives that the Earth is habitable again. He defies the orders of the BnL corporation (and his own autopilot) to launch a daring bid to take the human race home. But first, he’ll have to practice using his legs again ...



# JOHN AND MARY



## Down to earth

When the *Axiom* finally returns to Earth, John and Mary are there to witness the beginning of a new life. They share the moment when the Captain plants the first green shoot.

## Did You Know?

Passengers like John and Mary have no need to buy new clothes. They just touch a screen and their day-suits change color instantly.

PAMPERED PASSENGERS on the *Axiom*, John and Mary have drifted out of the habit of doing things for themselves, just like the rest of mankind. However, chance encounters with WALL•E wake them both up out of their stupor. When the pair meet up, they begin to enjoy life again.

WALL•E



## Meet WALL•E

John thinks WALL•E must be a drink-bot when he first bumps into him. In fact, he tumbles right out of his chair trying to hand over his empty cup.



## New outlook

When John bumps into Mary, the two make an instant connection. They become so reenergized that when Auto tries to take control of the *Axiom*, John and Mary join forces to save the humans on board.

# BOTS

WALL-E

THE 5,000 passengers on board the *Axiom* are served by 500,000 robots. Whether they need a massage, a haircut, or even a game of golf, there is a bot, or several, who will do it for them. Thanks to the bots, humans don't have to do a thing for themselves.

## HAN-S

This massage-bot offers a stimulating facial or a soothing back-rub.



## L-T

A mobile lamp will follow passengers anywhere they need to go.



## STEWARD-BOTS

Created to maintain order on the ship, steward-bots patrol the decks looking for signs of trouble.



## VQ-M

Part of the cleaning team, the vacuum-bot scans the *Axiom* for minute dust particles.



## DRINK-BOT

These eager servants are programmed to detect signs of thirst.



## BUF-R

Buffer-bots polish the *Axiom* paintwork to a shiny sheen.



## NAN-E

These bots deliver lessons in math and literacy. They can also change diapers in a crisis.



## REPAIR-BOT

Repair-bots can be found all over the ship, quietly keeping things working.



## SPRAY-BOT

Each spray-bot is equipped with anti-bacterial spray to keep the *Axiom* squeaky clean.



## TENNIS-BOT

The tennis-bot doesn't need a partner—it will happily play itself.



## FOOD DISPENSER-BOT

Delivering meals straight to passengers' hover-chairs, these waiters can also display a picture menu on their screens.

# COCKROACH

THIS TOUGH LITTLE insect is a natural survivor, just like his friend WALL•E. They have been companions a long time and just seem to know how to get along. It's lucky the cockroach has a tough shell, as WALL•E often runs over it with his heavy treads.



WALL•E



## Patient pal

WALL•E knows his trip into space is going to be dangerous, so he makes sure his insect friend stays behind. On the robot's return, the cockroach is right where WALL•E left him.

**Bug buddy**  
The cockroach is special to WALL•E, as it seems to be the only thing that shares an otherwise lifeless world with him. The robot always takes time out of his chores to check up on his tiny pal.

## Did You Know?

Cockroaches have amazing powers of survival. Many experts believe that they will remain on Earth if humans become extinct!

Long feelers

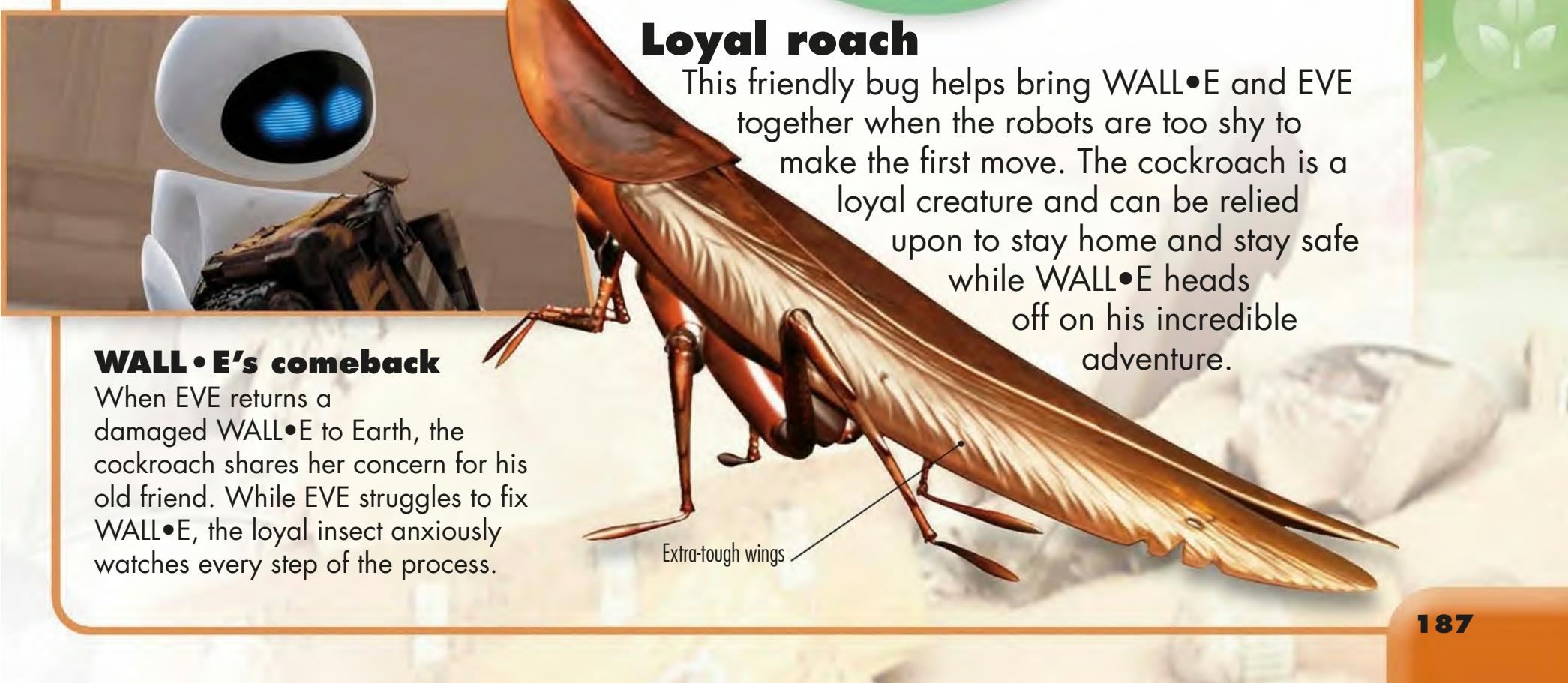
## Loyal roach

This friendly bug helps bring WALL•E and EVE together when the robots are too shy to make the first move. The cockroach is a loyal creature and can be relied upon to stay home and stay safe while WALL•E heads off on his incredible adventure.

## WALL•E's comeback

When EVE returns a damaged WALL•E to Earth, the cockroach shares her concern for his old friend. While EVE struggles to fix WALL•E, the loyal insect anxiously watches every step of the process.

Extra-tough wings





# CARL FREDRICKSEN



## "Cross my heart"

Carl's first encounter with future wife Ellie ended with a broken arm and a promise that he'd take her to Paradise Falls one day. With Ellie gone, Carl decides to take their house instead!

IT'S HARD to imagine that grouchy Carl Fredricksen was once a small boy with dreams of becoming an explorer. But when a construction company tries to force him out of his house and into a retirement home, Carl hatches an exciting plan. He is off on an adventure—to South America's Paradise Falls!

**"Oh, Ellie, what have I gotten myself into?"**

Grape soda badge

Old-fashioned glasses

Hearing aid

## Explorer Carl

Carl may be slower than he used to be, but he's certainly no less determined. By hook or by crook, he'll get himself—and his new friends—to safety.

Well-loved armchair

## Ready to rebel

Faced with losing his house, Carl imagines what Ellie would do. She sure wouldn't sit in an armchair, doing nothing. Inspired, Carl takes control of his life. His house and memories mean far more to him than obeying the rules.



# ELLIE FREDRICKSEN

AS A CHILD, Ellie was determined, talkative, and a total tomboy. It was love at first sight for shy Carl. When Ellie told him her plans for the future, he promised that one day, they would go to Paradise Falls. However, after they got married, life got in the way and the couple never realized their dream.

“Thanks for the adventure—now go have a new one.”

Cheerful smile

Paintbrush

Paint-splattered shirt

## Sweet dreams

Young Ellie recorded all the things she wanted to do in her precious Adventure Book. She showed it to Carl, because he shared her love of adventure.

## A lifelong dream

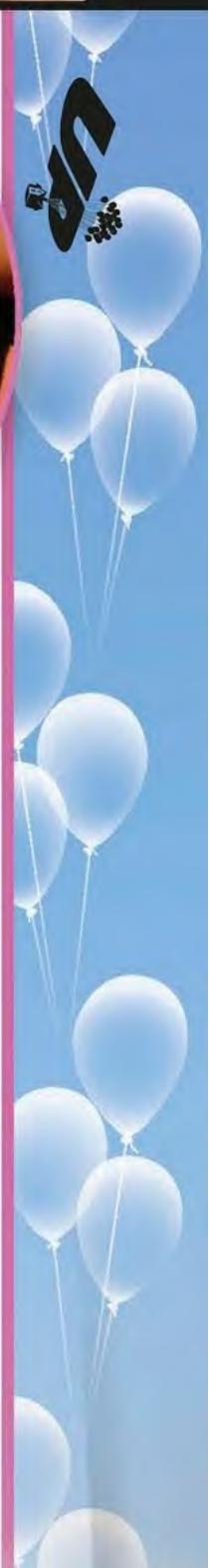
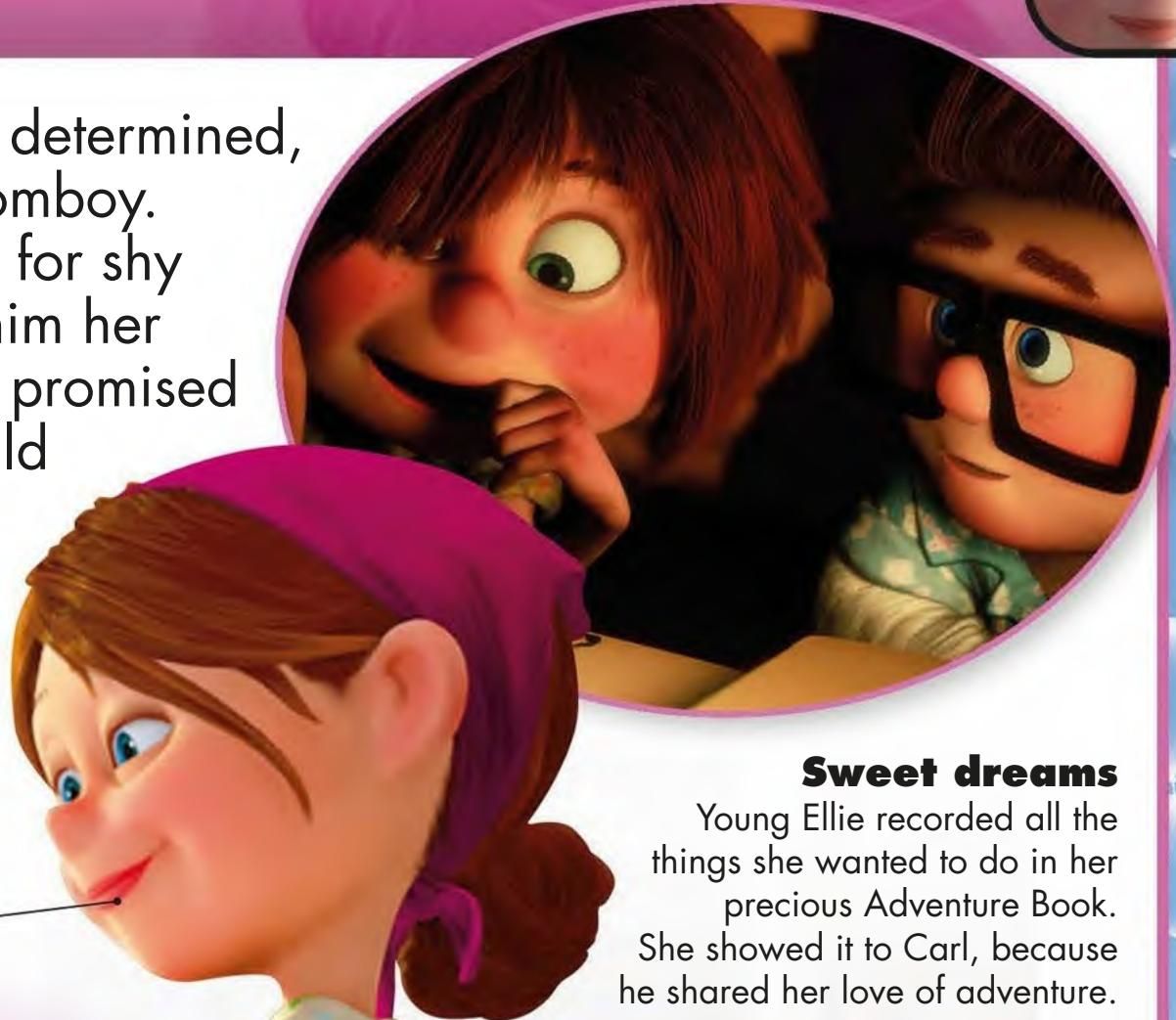
Ellie and Carl both worked at the local zoo. They saved for their Paradise Falls trip in a special jar. But whenever they got near their goal, everyday emergencies, such as fixing the car or repairing the roof, wiped out their savings. When Carl was finally able to buy the plane tickets, it was too late. Ellie was dying.

### Happy couple

Before she passed away, Ellie wanted Carl to know that their life together had been enough of an adventure.

Retro outfit

**Did You Know?**  
When Ellie and Carl first met, she gave him a badge made out of a grape soda bottle cap, which he still wears.



# RUSSELL

ENERGETIC AND chatty, Russell is a Junior Wilderness Explorer, but he is desperate to become a Senior Wilderness Explorer. All that stands between him and his goal is the Assisting the Elderly badge. When he tries to assist the elderly Mr. Fredricksen, Russell gets a lot more than he bargained for!



## Did You Know?

Russell has 40 Wilderness Explorer badges and has read the *Wilderness Explorer Manual* from cover to cover.



### A badge too far

Tracking a pesky snipe bird for Mr. Fredricksen, Russell ends up under the house—and then up in the air. Carl is certainly surprised to hear Russell's knock on the door.

**“The wilderness must be explored!”**

### Real adventurer

Like all Wilderness Explorers, Russell is a keen animal lover. He is determined to protect the bird he's named "Kevin," and also recognizes that Dug will be a loyal pet.

### Good friends

The best moments in life, Russell and Carl discover, don't have to be wild adventures. They can be as ordinary as eating ice cream and counting cars.

# KEVIN

WHEN Russell names the giant, colorful bird, he has no idea that "Kevin" is, in fact, female. Kevin spends her time trying to find food for her hungry chicks and trying to avoid capture by Charles F. Muntz's dogs. A chocoholic, Kevin also gobbles up Carl's walking stick and one of his helium balloons!



## Shoo!

Having finally tracked her down, Dug wants to take Kevin prisoner. The problem is, she's twice his size!



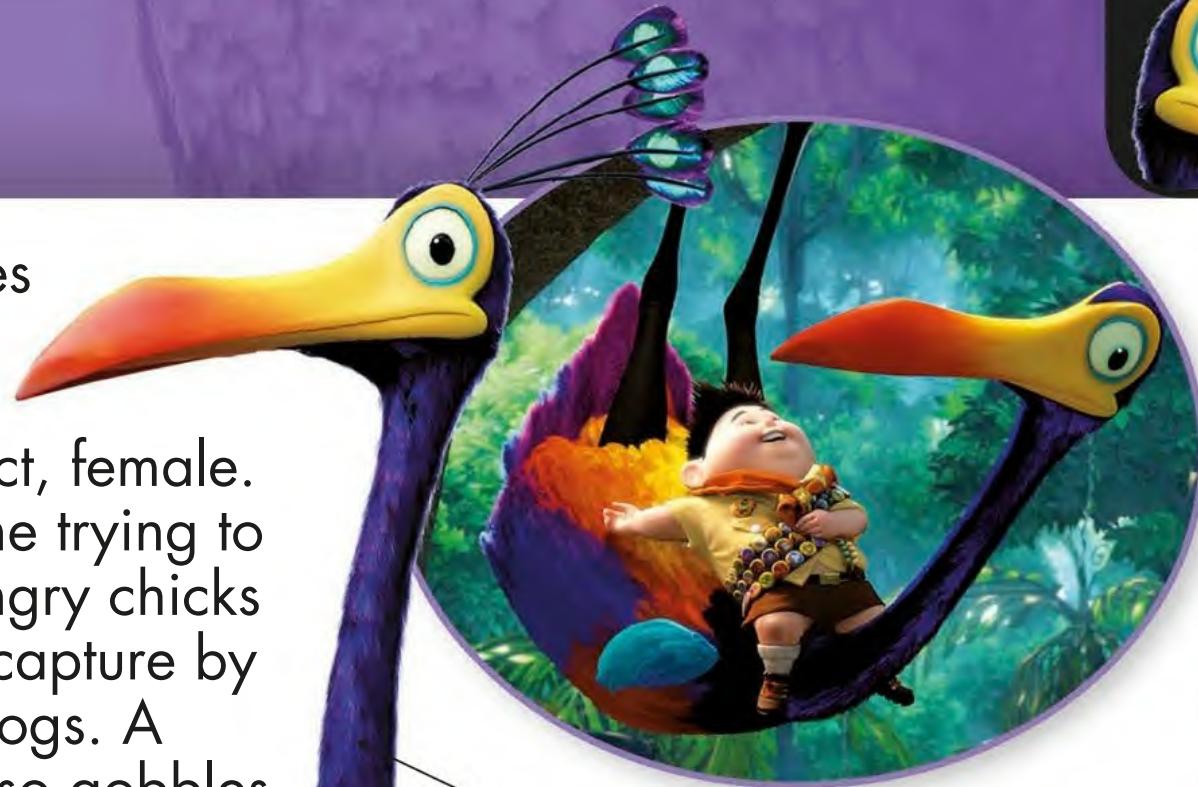
## Kevin's chicks

Like their mom, the playful chicks will try to eat anything. They slobber all over Carl's stick, so he decides to leave it behind.

Large, clawed feet

## Up for fun

Kevin is unlike any other bird. Despite her size, she loves playing hide-and-seek. She dodges behind rocks when she's trying to tag along after Russell and Carl, and then cleverly hides from Muntz among the balloons on Carl's house.

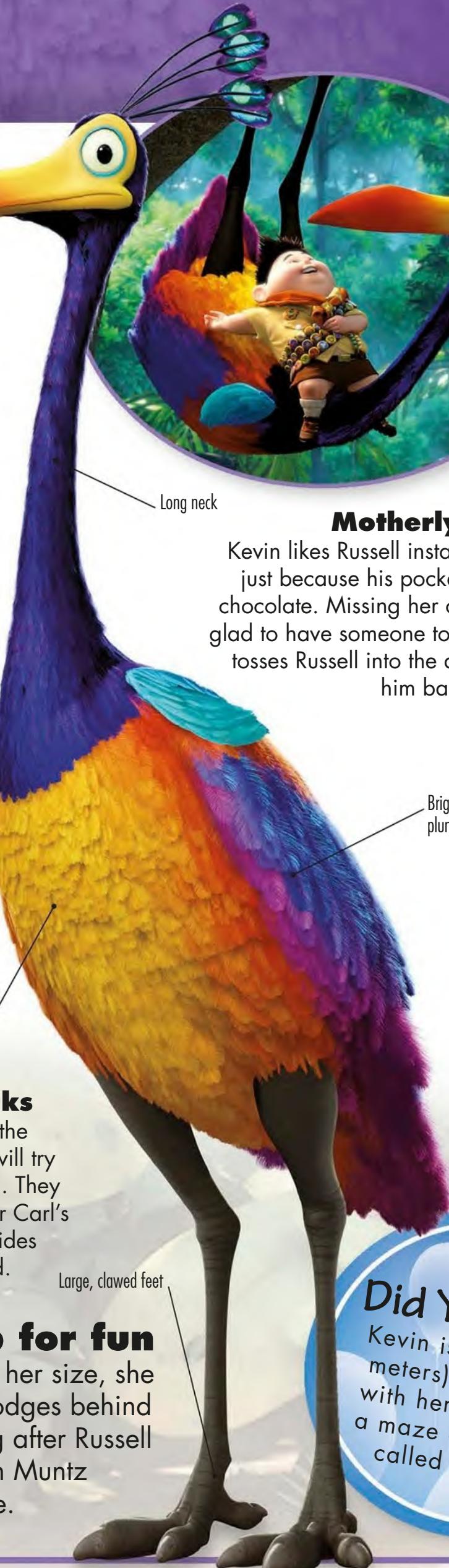


Long neck

## Motherly instinct

Kevin likes Russell instantly, and not just because his pockets are full of chocolate. Missing her chicks, she is glad to have someone to mother. She tosses Russell into the air and rocks him back and forth.

Brightly colored plumage



## Did You Know?

Kevin is 12 feet (3.66 meters) tall. She lives with her babies inside a maze of twisty rocks called a labyrinth.



# DUG

IT'S NOT HARD to love Dug—he is loyal, energetic, and completely adorable.

He looks like a regular pet but, like all of Charles F. Muntz's dogs, he wears a collar that translates his thoughts into speech.

Dug may not be the brightest dog in Muntz's pack, but he is a terrific tracker.



## A dog's life

Position in the pack is everything. That's why Dug is so eager to make a success of tracking Kevin—and why he hates having to admit that he let her get away.

Ever-wagging tail

Sensitive nose

Special collar

Special collar

## Perfect pet

All Dug is interested in is being liked—and squirrels. When Russell and Carl first encounter him, they can't believe their ears—a talking dog! Russell begs Carl to keep Dug as their pet.

## Did You Know?

Mean Alpha makes Dug wear the Cone of Shame to punish him when he loses Kevin.

*"I've just met you and I love you."*

## Peekaboo!

Dug is half Golden Retriever, half Husky. It takes him a while to figure out what's going on, but he gets there in the end. One day, he will be top dog!



## Chosen master

Even loyal Dug can see that Carl will be a kinder master than Charles F. Muntz. Puppy-dog eyes won't win over the old man, but bravery in times of danger will.



# CHARLES F. MUNTZ



## Unshakable fury

Ignoring his creaking limbs, Muntz battles with Carl in his trophy room. Then, determined not to let Carl get away, Muntz scales the exterior of the airship.

Battered leather flight jacket

Aggressive pose

## Bird-brained

Years of fruitless searching for the mysterious giant bird have left Muntz a bitter man. Utterly obsessed, he'll stop at nothing to find his prize. However, to his dismay, an old man and a small boy beat him to it!

AS ONE OF the world's most famous explorers, Charles F. Muntz traveled the globe in his *Spirit of Adventure* airship discovering rare plants and animals. He was a hero to every young adventurer, including Carl and Ellie. However, one ill-fated trip to Paradise Falls costs Muntz his reputation.

**"Gray leader?  
Take down  
the house."**



## Phony!

When Muntz showed off the skeleton of a giant bird, the scientific world rejected him as a fraud.

Walking stick, or weapon?

## Did You Know?

No one believed that Muntz had really seen a giant bird, so his membership with the National Explorer's Society was withdrawn.



# ALPHA



AS HIS NAME suggests, Alpha is the leader of Muntz's pack of dogs. Ferocious and fierce, Alpha is a Doberman who loves being in control. The problem comes when his collar malfunctions—the other dogs find it hard to respect Alpha when his voice is so high and squeaky!



## Confused canines

Alpha's fond of using long, complicated sentences. That's all very well, but it sometimes leaves the pack baffled.



## Super snarler

Even when his voice sounds silly, Alpha can still be frightening. He makes poor Dug cower when he tells him off for losing the bird.

**Bird hunter**  
Alpha prides himself on his superb tracking skills, yet he has failed to hunt down one of those giant birds that his master, Muntz, is so desperate to find. With his pointy ears and sensitive nose, it can only be a matter of time—can't it?

## Did You Know?

Alpha keeps track of his pack using video technology linked to their special collars.

**"You two shall have much rewardings from Master for the toil factor you wage."**



# BETA AND GAMMA

ALPHA'S TRUSTED lieutenants are Beta, a beefy Rottweiler, and Gamma, a strong and sturdy Bulldog. They are stronger than the other members of the pack, and also slightly more intelligent. But only slightly.



## Knowing their place

Alpha doesn't like Beta and Gamma laughing at his malfunctioning voice—he worries they might challenge his position. Beta defuses the situation by turning the conversation back around to Dug.



## Gamma the pilot

Muntz has trained some of his dogs to fly specially designed planes. Gamma controls his plane by biting the bone-shaped joystick.

“Oh, man,  
Master will not  
be pleased.”

Special collar

## Top trackers

Beta and Gamma help Alpha to track down Kevin and her new human pals. Their powerful senses of smell even pick up the scent of the chocolate in Russell's pocket—and Carl's denture cream.





# KING FERGUS

BRAVE



## Bear escape

King Fergus lost a leg in a famous battle with the demon bear, Mor'du. He'd love a chance to pay the bear back—and turn the beast into a rug!



BIG, BRAVE King Fergus is a loving husband and father, and a kind ruler. His strength and courage once united the clans and brought peace to the Highlands. Now trouble is brewing in Fergus's own castle, and that peace is under threat.

**“Princess or not, learning to fight is essential.”**

## Old warrior

Fun-loving Fergus has a great sense of humor and always lives in the moment. He likes hunting, brawling, and eating huge dinners. When he thinks a bear is attacking his family, the King shows his tough side.

### Did You Know?

Fergus is a pretty easy-going guy, except when it comes to bears. He is determined to find Mor'du and protect his family.

# QUEEN ELINOR



GRACIOUS QUEEN Elinor rules the kingdom with calm diplomacy. She is the perfect complement to her husband and together the king and queen keep the kingdom peaceful.

However, there is one person that Elinor cannot seem to get along with—her daughter.



## Traditional tapestry

Elinor stitched this tapestry. It symbolizes the love that binds her family together—until Merida rips it.

Regal pose

## Tough lesson

Queen Elinor can't understand her daughter's point of view: Getting married is Merida's royal duty, so why won't she do it? However, spending some time as a bear helps Elinor to understand how Merida is feeling and the troubled mother and daughter finally reconnect.



**“The clans must know that the DunBrochs honor our commitments.”**



## Mom-Bear

Merida just wants to change her mother's mind, but a spell changes her body too. Queen Elinor becomes a bear, and it is up to Merida to break the spell before King Fergus starts hunting his wife!

Elegant green gown

**BRAVE**



# PRINCESS MERIDA

BRAVE



## Daddy's girl

Merida has inherited her red hair and her love of adventure from her father, King Fergus. He gave Merida her first bow when she was a wee girl and loves to practice swordplay with her.

Trusty bow

Quiver of arrows

## Did You Know?

Merida is desperate to change her mother's mind—she will try anything, even a spell from a witch.



## Mom trouble

Lately, Merida and her mom can't seem to get along. Queen Elinor thinks that Merida should get married, but Merida isn't ready for it.

FREE-SPIRITED MERIDA is certainly not her mother's idea of a perfect princess. Merida's favorite things are archery, sword fighting, and exploring the wild lands around her home, the Kingdom of DunBroch.

**"I want my freedom."**

Unruly red hair



## Steady steed

Merida's horse, Angus, has been her best friend since he was a foal. She can tell him anything and he loves to be part of her adventures.

## Taking charge

Merida chooses an archery contest to decide her suitor, then wins it herself! Her mom is angry because Merida's actions inadvertently threaten peace in the kingdom. It is up to Merida to make things right again.

# THE TRIPLETS

MERIDA MIGHT NOT be the ideal princess, but her three younger brothers are trouble. Tripled! Princes Harris, Hamish, and Hubert are lovable little scamps who spend their time inventing new pranks to play on the unsuspecting inhabitants of the castle.



## Three little bears

Getting into trouble is hungry work and the triplets are always looking for snacks. When they see the remains of a magical cake, they gobble it right up.

Family plaid

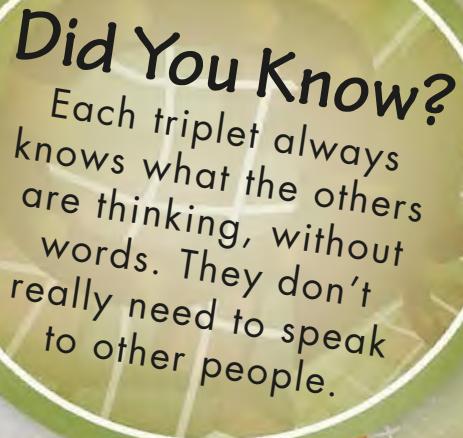
## Royal trio

Being turned into bears doesn't bother the mischievous triplets one little bit. In fact, they quite like it! The three royal bears help their sister save their mom, and play a few new tricks as well ...



## Big sis

The DunBroch children all have the same red curls and sense of fun. Harris, Hamish, and Hubert love to tease their big sister, but help her out when it counts.



**Did You Know?** Each triplet always knows what the others are thinking, without words. They don't really need to speak to other people.

BRAVE



BRAVE

# THE WITCH AND MOR'DU

A MYSTERIOUS WITCH lives in the forest. She calls herself a wood-carver, but she knows an awful lot about magic spells that turn people into bears—like the dangerous Mor'du. The demon bear is said to roam the Highlands, striking out at anyone who gets in his way.



**Spell cake**

Merida thinks that the Witch's cake will solve her problems with her mother, but she needs to listen to her words, too.



## The Witch

The only way to get to the Witch's cottage is with the help of mysterious forest spirits called will o' the wisps. It means that the old lady doesn't get a lot of company, but those who do seek her out always seem to need her help with something big.

### Did You Know?

Mor'du attacked Fergus, Elinor, and Merida at a family picnic. It was before the triplets were even born.

## Mor'du

Mor'du was once a prince who asked the Witch for a spell to grant him the strength of 10 men.

The prince got his wish, but it wasn't exactly what he wanted—the spell turned him into a bear.



# YOUNG MACGUFFIN AND LORD MACGUFFIN

CLAN MACGUFFIN lives in the rainy coastal area of Scotland and speaks in a strongly accented dialogue that is difficult for other people to understand. Lord MacGuffin is the leader of this clan and his strong son is set to follow in his father's footsteps.



## My boy

Lord MacGuffin is proud of his strapping son and hopes that he will one day become a strong leader, just like him.

BRAVE



## Young MacGuffin

He might be brave on the battlefield, but when it comes to speaking in public, Young MacGuffin is completely tongue-tied. However, it doesn't really matter what the shy young man says, as no one can actually understand his accent!



## Lord MacGuffin

King Fergus once saved MacGuffin from a deadly arrow. MacGuffin repaid the favor by helping Fergus in his first battle with Mor'du. Now, MacGuffin has his heart set on his son marrying Fergus's daughter.



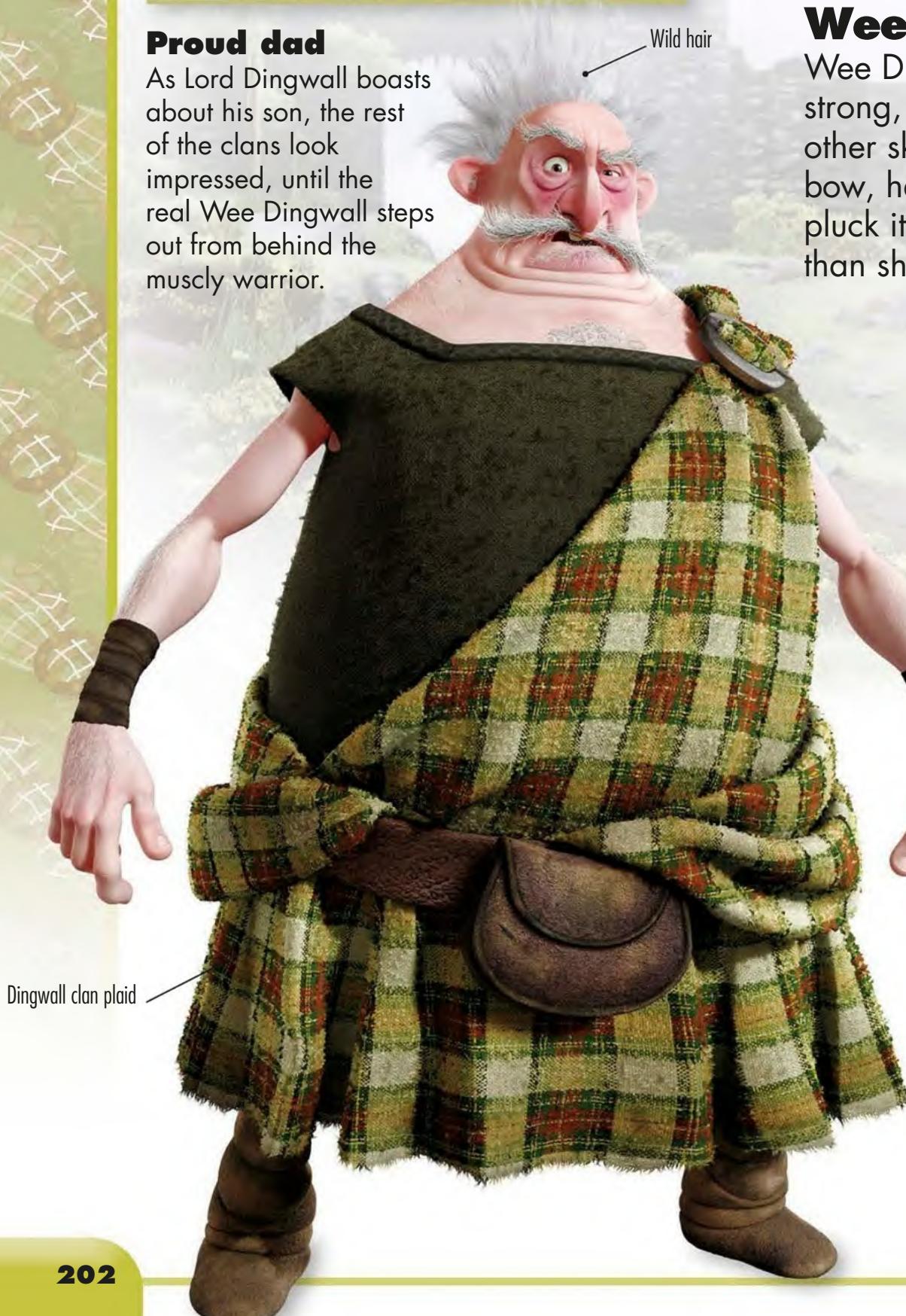
# WEE DINGWALL AND LORD DINGWALL

BRAVE



## Proud dad

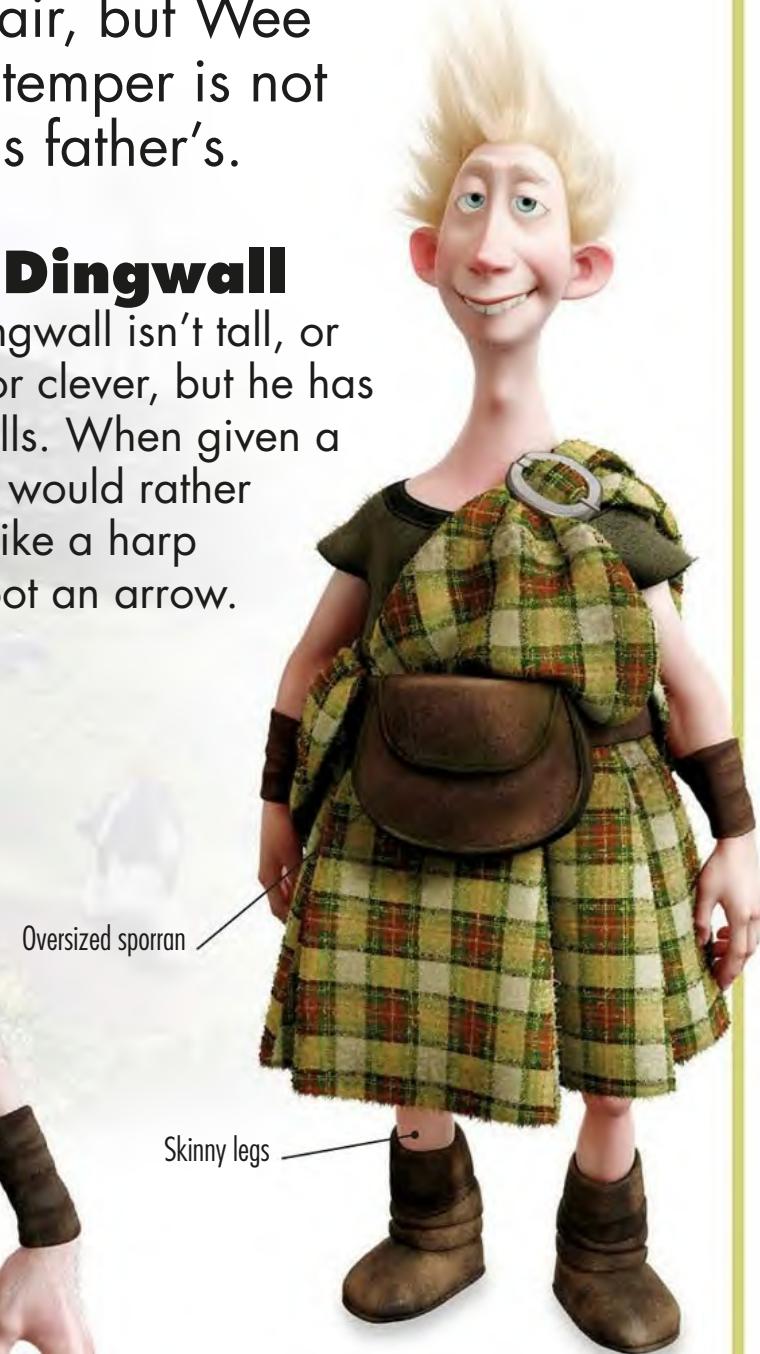
As Lord Dingwall boasts about his son, the rest of the clans look impressed, until the real Wee Dingwall steps out from behind the muscly warrior.



CLAN DINGWALL's men are not renowned for their height or brawn. However, what they lack in stature, they make up for in spirit. Lord Dingwall and his son have the same hair, but Wee Dingwall's temper is not fiery like his father's.

## Wee Dingwall

Wee Dingwall isn't tall, or strong, or clever, but he has other skills. When given a bow, he would rather pluck it like a harp than shoot an arrow.



## Lord Dingwall

Lord Dingwall is proud of his son and likes to boast about all of his achievements. Although Wee Dingwall doesn't quite live up to expectations, his dad still wants him to marry Princess Merida.

# YOUNG MACINTOSH AND LORD MACINTOSH



CLAN MACINTOSH come from the remote Isle of Skye. The wiry warriors like to look tough, so they don't even wear undershirts! Lord Macintosh and his son might want to look fierce, but underneath the war paint, they are just big crybabies.

Proud expression

## Young Macintosh

Young Macintosh loves to show off and is used to being cheered by crowds of adoring ladies.

However, when Merida chooses an archery contest to decide her suitor, the would-be warrior soon shows his true colors.



Skinny body      Blue war paint

Macintosh family plaid

Large sword

Mace



## Lord Macintosh

Lord Macintosh likes to look the part of the tough warrior, but, as with his son, his appearance is deceptive. The lanky Lord is extremely suspicious and always thinks that he is being treated unfairly.



### Boastful dad

Lord Macintosh loves to tell tall tales about his son's achievements, including the time he vanquished 1,000 foes with his sword!

“Och, we've all heard that tale!”

Lord Macintosh

BRAVE



# RILEY

INSIDE  
OUT

RILEY ANDERSEN is a regular, happy, 11-year-old girl who loves her family, her friends, and ice hockey. Not too much riles Riley. She's positive and smart, and spends most of her time smiling. But when life starts to get complicated, her personality starts to change!



## Best friends

Riley's lifelong best friend is Meg. They've been laughing together ever since they were little. Once Meg made Riley laugh so hard that milk actually came out of her nose!

## Did You Know?

In Minnesota, Riley goes ice skating on her local lake whenever it freezes over.

Scuffed sneakers



## Going for the goal

Just like her dad, Riley is totally hooked on ice hockey. She loves playing for her team, the Prairie Dogs. Riley has been scoring goals on the ice since she was a little girl.

## Home in Minnesota

Riley has grown up in a comfortable house in Minnesota. She loves her home and has never lived anywhere else ...

## Amazing imagination

From a bright pink imaginary friend named Bing Bong to a volcano spitting lava in her living room, Riley has always had a very vivid imagination. Her highly active mind means that even the most mundane day can be transformed into an exciting adventure!

# JOY

AS THE MOST OPTIMISTIC of the Emotions, Joy is always happy and hopeful. With her sunny outlook, she is able to see the positive in everything. Joy never gives up on her aim to make Riley happy every single day. So far, she has been pretty successful!



## Head Emotion

As their unofficial leader, Joy keeps the other Emotions organized and on track. While they are very glad Joy's in charge, she can be a little bossy sometimes!

*“I’ve got a great idea!”*



## Pride and Joy

All the Emotions want Riley to be happy, so Joy is usually the one at the controls. But she doesn't realize that it's natural for Riley to sometimes feel sad.



INSIDE  
OUT

## Joy enjoys

Joy loves special golden memories, goofing around, and group hugs. But more than anything, she adores Riley's smile.

Glowing, golden memory sphere



## Positive plans

Joy works very hard to try and keep Riley cheerful. She watches carefully for warning signs of potential downers around the corner. Just in case things go wrong, she always has a backup plan!

# SADNESS

SADNESS OFTEN FINDS herself feeling thoroughly miserable. This pessimistic Emotion can never look on the bright side. But being sad isn't all bad. Sadness helps Riley feel better about moving to San Francisco by letting her have a good cry.



## **Tearful, not cheerful**

Joy is always trying to get Sadness to be more optimistic—without success! When her efforts fail, Joy puts the miserable Emotion in a Circle of Sadness and tells her to stay inside. That way, she can't spread her gloominess.

**“It’s like I’m having a breakdown!”**

## **Did You Know?**

In her spare time, Sadness reads many of the mind manuals in Headquarters.

## **Weepy world**

Sadness doesn't want to feel down all the time, but she just can't seem to help it. There is so much to weep about in the world, from losing toys to watching sandcastles collapse!

## **Negative touch**

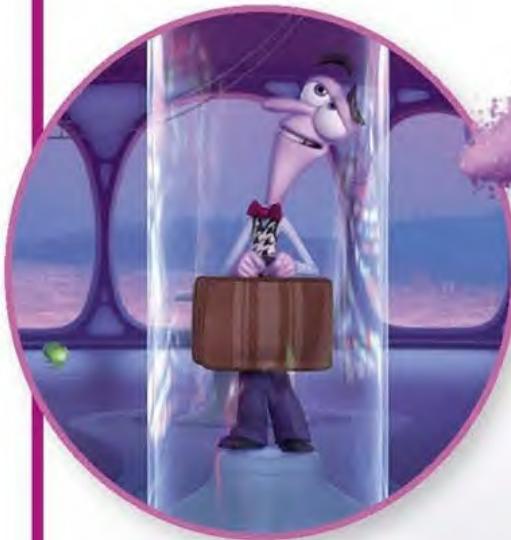
Sadness has a habit of turning the brightest moments into gloomy situations. Each time she touches one of Riley's happy memories, it turns sad and blue.

Sadness is always blue—in color and in mood



# FEAR

FEAR IS FRIGHTENED of almost everything, but he is proud that by being constantly scared, he has saved Riley from the perils of the world. Fear does feel shaky most of the time, but you won't shake him from his belief that ultra-cautious is the only way to be.



## Quitter

When the going gets tough inside Headquarters, Fear tries to run away.



## Fear in charge

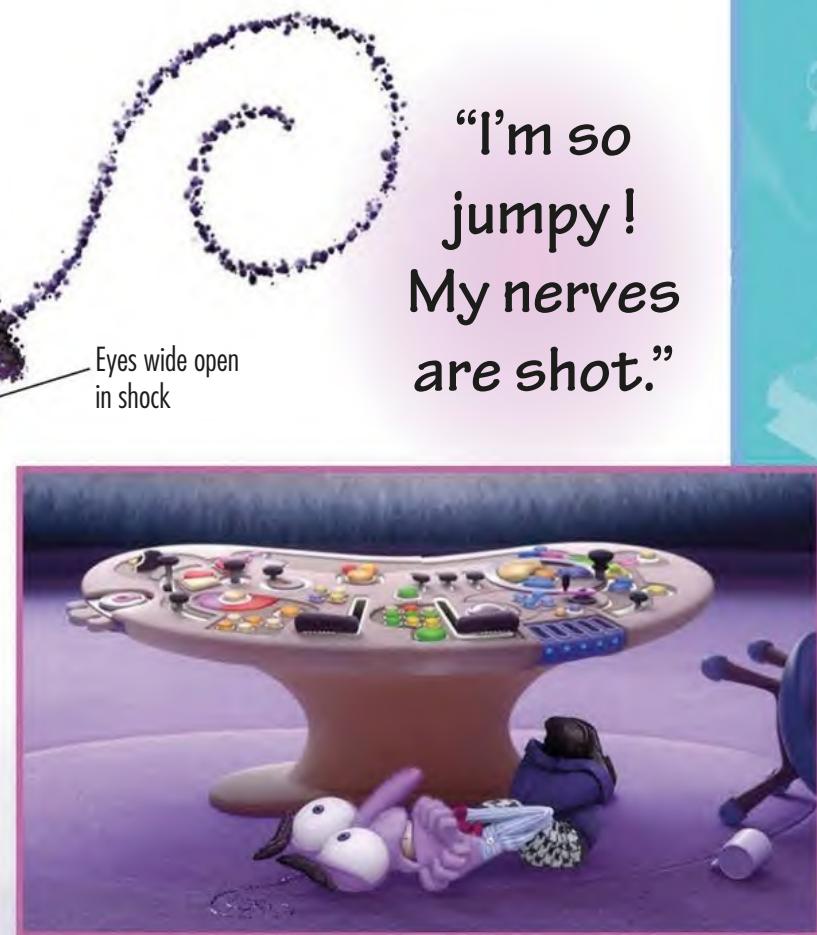
Fear is always on the lookout for potential hazards, such as low-hanging power cords. Over the years, he has saved Riley from some pretty nasty accidents.

Legs often used for running away



## Did You Know?

Fear prepares a long list of potential disasters before any big event in Riley's life.



## Nervous wreck

After arriving in San Francisco and hearing about the area's earthquakes, Fear is even more jumpy than usual. Now even the slightest surprise reduces him to a trembling mess.

## Scare care

None of the other Emotions understand how dangerous the world can be! Fear believes that being scared is not necessarily a bad thing. Whenever Riley feels scared, she pays attention to her surroundings and is extra careful, which keeps her safe.



INSIDE  
OUT

# ANGER

ANGER HAS some serious issues with his bad temper. He gets furious every time he thinks things are not fair for Riley. This overreacting Emotion believes in justice, but he also believes in screaming, shouting, and throwing chairs!



## All the rage

When Anger is at the console, Riley becomes pretty irritable. You can expect rude remarks, a lot of rash decisions, and plenty of drama!



## Anger's idea

Anger is not usually a smiley kind of a guy. However, when he picks out an idea bulb, for once he is pleased rather than peeved. He is sure that this will help fix all of Riley's problems.

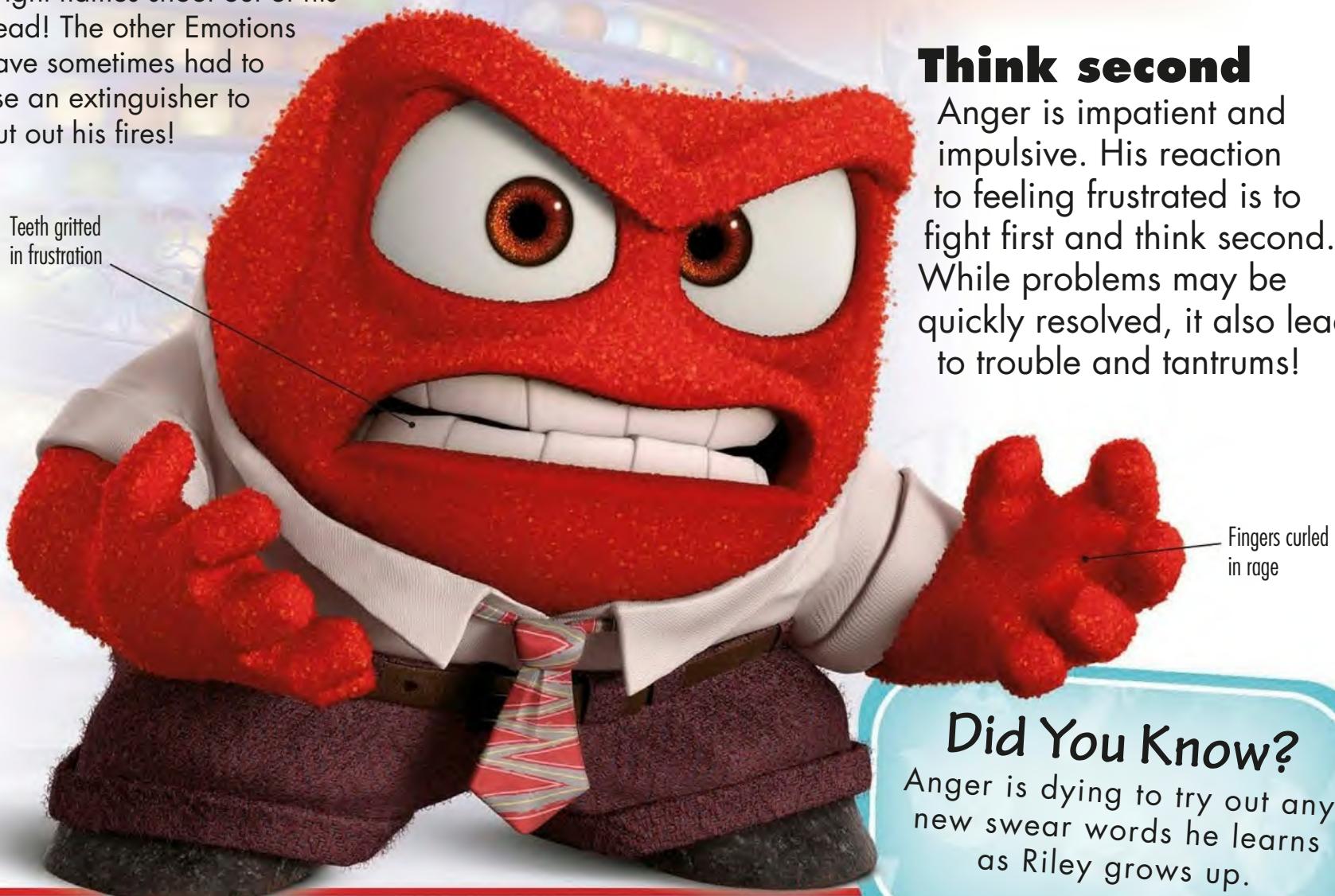
## Hot head

When Anger reaches his boiling point, bright flames shoot out of his head! The other Emotions have sometimes had to use an extinguisher to put out his fires!

**“Now for a few well-placed withering scowls!”**

## Think second

Anger is impatient and impulsive. His reaction to feeling frustrated is to fight first and think second. While problems may be quickly resolved, it also leads to trouble and tantrums!



## Did You Know?

Anger is dying to try out any new swear words he learns as Riley grows up.

# DISGUST

DISGUST BELIEVES the world is riddled with foul odors, toxic tastes, and poisonous people. With so much dirt, disease, and bad fashion in the world, Disgust keeps Riley safe by warning her of every possible poison.

“I’m gonna be sick...”

## Always right

Disgust sticks to strict beliefs about what food should look like or which clothes are uncool. That's because she views her own great taste as a gift—one that has saved Riley from being grossed-out on many occasions.

Unimpressed body language



## For Riley

Like all of the Emotions, Disgust always has Riley's best interests at heart. As she watches the view screen in Headquarters, it is obvious just how much she cares.



INSIDE OUT

## Difficult attitude

With her strong opinions and attitude, Disgust can come across as abrupt and aloof. Thankfully, the other Emotions are used to her sarcastic tone!

## Did You Know?

Disgust thinks that cities are horrible, dirty places—they should always be avoided!

Stylish neckerchief



## In control

When danger looms, Disgust is always ready to grab the controls. Her quick thinking has saved Riley from many disgusting incidents!

Sassy stance



# MOM AND DAD

INSIDE  
OUT

IN MANY WAYS, Jill and Bill Andersen are the perfect parents. They are proud of their daughter and have given their only child a happy and loving childhood. But Riley is growing up fast. She won't be their happy-go-lucky little girl forever. Life is definitely about to get a lot more interesting for this family!



## Family fun

The Andersens love goofing around and making each other laugh. They can't imagine any problem they couldn't overcome with a bit of fun family time.



### Sand man

Riley's dad is a really good sport. He even allowed Riley to bury him in the sand at the beach. It's lucky she stopped at his neck!

## Did You Know?

Mom's Emotions all wear red glasses and Dad's Emotions all have mustaches.



## Mom and Dad's dream

Riley's parents both have a sense of adventure. Dad has always dreamed of starting his own company in San Francisco and Mom shares his excitement about a new start in a new city.



## Hockey mom

Riley's mom is her daughter's biggest supporter. At every ice hockey game, she's there rooting for Riley and cheering her on from the bleachers.

# BING BONG

FUN-LOVING BING BONG was once Riley's imaginary friend. They used to play together all the time. But ever since Riley turned four, her cuddly companion has been without a job and playmate. Now he's determined to get back to being Riley's best friend again!

**"I'm all set to take Riley to the moon!"**



## Did You Know?

This sweet-natured creature cries tears of candy and leaves a trail of them wherever he goes.



### Way back

When Bing Bong bumps into Joy and Sadness in Long Term Memory, he vows to help them find their way back to Headquarters. He hopes Joy can help Riley remember him, too.

### Dream drama

In a desperate bid to be remembered by Riley, Bing Bong boldly sneaks into a scene in one of her dreams. He just wants to get noticed!



### Imaginary mayhem

Riley and Bing Bong enjoyed hours of crazy games. These included time travel and races on the ceiling! But best of all were the trips in Bing Bong's song-powered wagon rocket.

INSIDE  
OUT



# ARLO

THE GOOD DINOSAUR

ARLO IS NOT your average Apatosaurus. The young dino is nervous about the big world around him. Despite being jumpy and jittery, Arlo does his best to fit in. He is friendly, fun-loving, and always willing to help his folks on the farm!

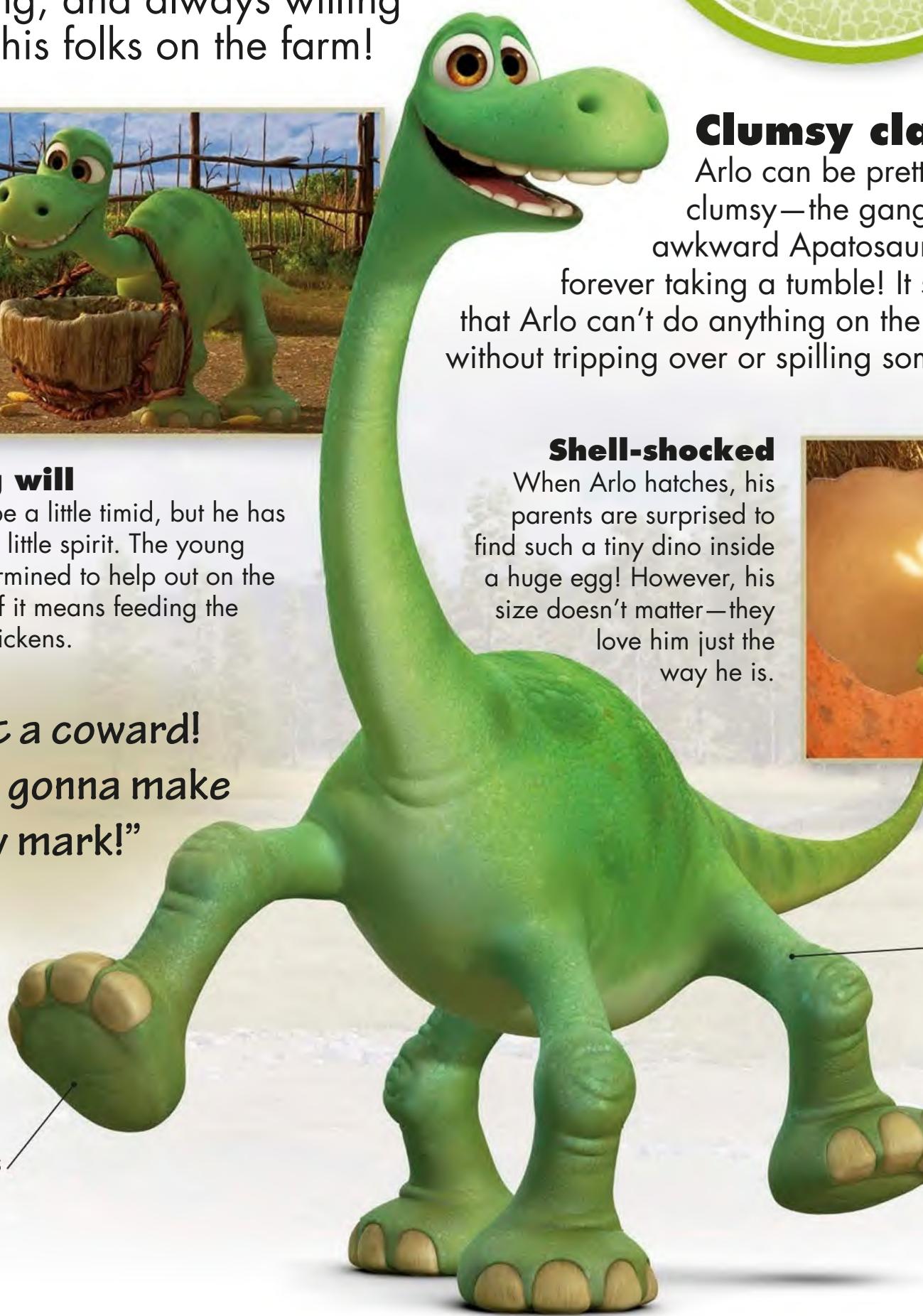


## A strong will

Arlo might be a little timid, but he has more than a little spirit. The young dino is determined to help out on the farm, even if it means feeding the terrifying chickens.

**“I ain’t a coward!  
And I’m gonna make  
my mark!”**

Feet often  
used for running  
away from things



## Did You Know?

Arlo is the youngest dino in the family by just a few seconds. He was the last egg to hatch, after his sister Libby and his brother Buck.

## Clumsy claws

Arlo can be pretty clumsy—the gangly and awkward Apatosaurus is forever taking a tumble! It seems that Arlo can't do anything on the farm without tripping over or spilling something!

## Shell-shocked

When Arlo hatches, his parents are surprised to find such a tiny dino inside a huge egg! However, his size doesn't matter—they love him just the way he is.



# POPPA AND MOMMA

POPPA AND MOMMA work as a team—looking after their family, their farm, and each other.

The devoted dinos lead a peaceful and happy life, but it can be hard. Every harvest must be a success for the family to survive!

## Poppa

Poppa shows great strength, both in his powerful body and in his determination to take care of his family. The resilient reptile remains focused and fearless, never giving up on anything or anyone!

Poppa is the tallest in the family

## Did You Know?

Poppa and Momma's first names are actually Henry and Ida.



## Passing on wisdom

Poppa and Momma keep a watchful eye on their children. The proud and patient parents teach their little ones everything they know about the world.

Poppa is the tallest in the family

Ultra-long neck for plowing

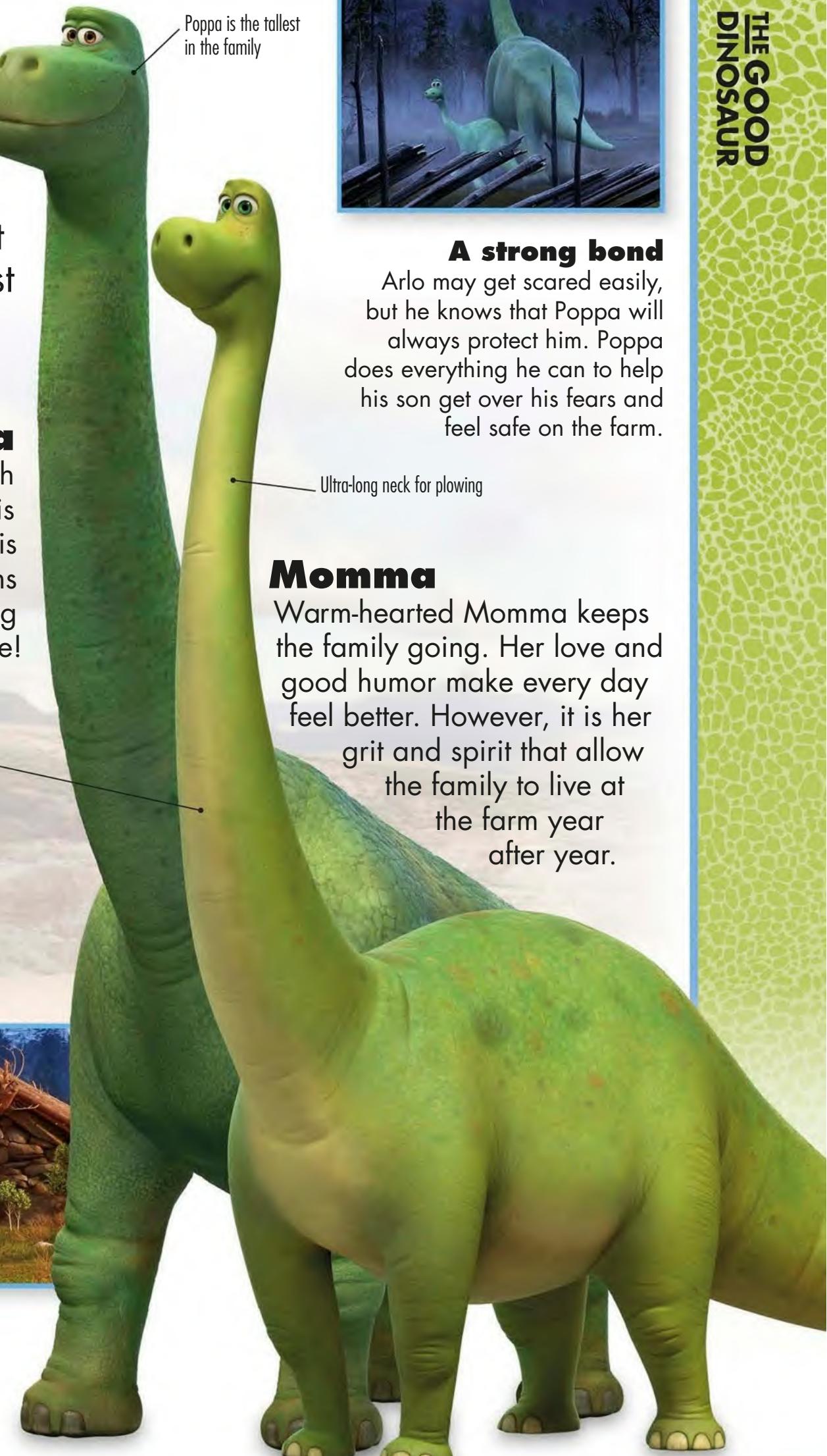


## A strong bond

Arlo may get scared easily, but he knows that Poppa will always protect him. Poppa does everything he can to help his son get over his fears and feel safe on the farm.

## Momma

Warm-hearted Momma keeps the family going. Her love and good humor make every day feel better. However, it is her grit and spirit that allow the family to live at the farm year after year.



THE GOOD DINOSAUR



# LIBBY AND BUCK

ARLO'S BIG BROTHER and sister, Buck and Libby, work hard on the farm. They are eager to make Momma and Poppa proud. They also love joking around—especially when it involves teasing Arlo!



## Libby

Libby is always playing tricks—she loves hiding and then surprising her brothers. The looks on their faces never fail to make the playful prankster laugh.



## Hard workers

Chores are a very important part of farm life. Libby and Buck excel at them, quickly earning the right to "make their mark."

Long, graceful neck

Dark green stripes across Libby's back

Strong legs help Buck carry logs

Powerful tail for knocking down trees

## Playful prankster

Buck takes his chores very seriously, but he also finds time to mess around. But when he tricks Arlo, things can get a little heated.

*"You mess up  
your chores, and  
everyone else's!"*

## Buck

Buck can be hot-headed sometimes. When Arlo messes up his chores, his big brother calls him a coward! Arlo is determined to prove him wrong.

# SPOT

HUMAN BOY SPOT is clever, courageous, and an expert at surviving in the wild! Separated from his family early on, Spot has taught himself how to hunt, hide, and build a shelter. He has also learned to never give up!

“Howwwwwwwllllllllll!”



## Super sniffer

Spot's time in the wild has given him an amazing sense of smell. His super-sensitive nose can follow a scent for miles. This is a gift that is not to be sniffed at!

## Did You Know?

Spot moves around on all fours and can't speak the way that Arlo can! Spot uses grunts, growls, and howls to communicate with others.

## A spot of company

Although Spot has grown up on his own, the young loner actually enjoys hanging out with other creatures. In fact, once you gain his trust, Spot is a fiercely loyal and lovable friend.



## Firefly fun

Curious Spot is never afraid of meeting new creatures. He is fascinated by the glowing fireflies and skillfully manages to capture one so that he can take a closer look.



# THUNDERCLAP

THE GOOD DINOSAUR

## TERRIFYING PTERODACTYL

Thunderclap leads a gang of winged scavengers. These fearless fliers believe that storms can provide anything—including food. They glide through the skies and swoop down to gobble up wounded critters, stopping at nothing to catch their prey.



## Storm follower

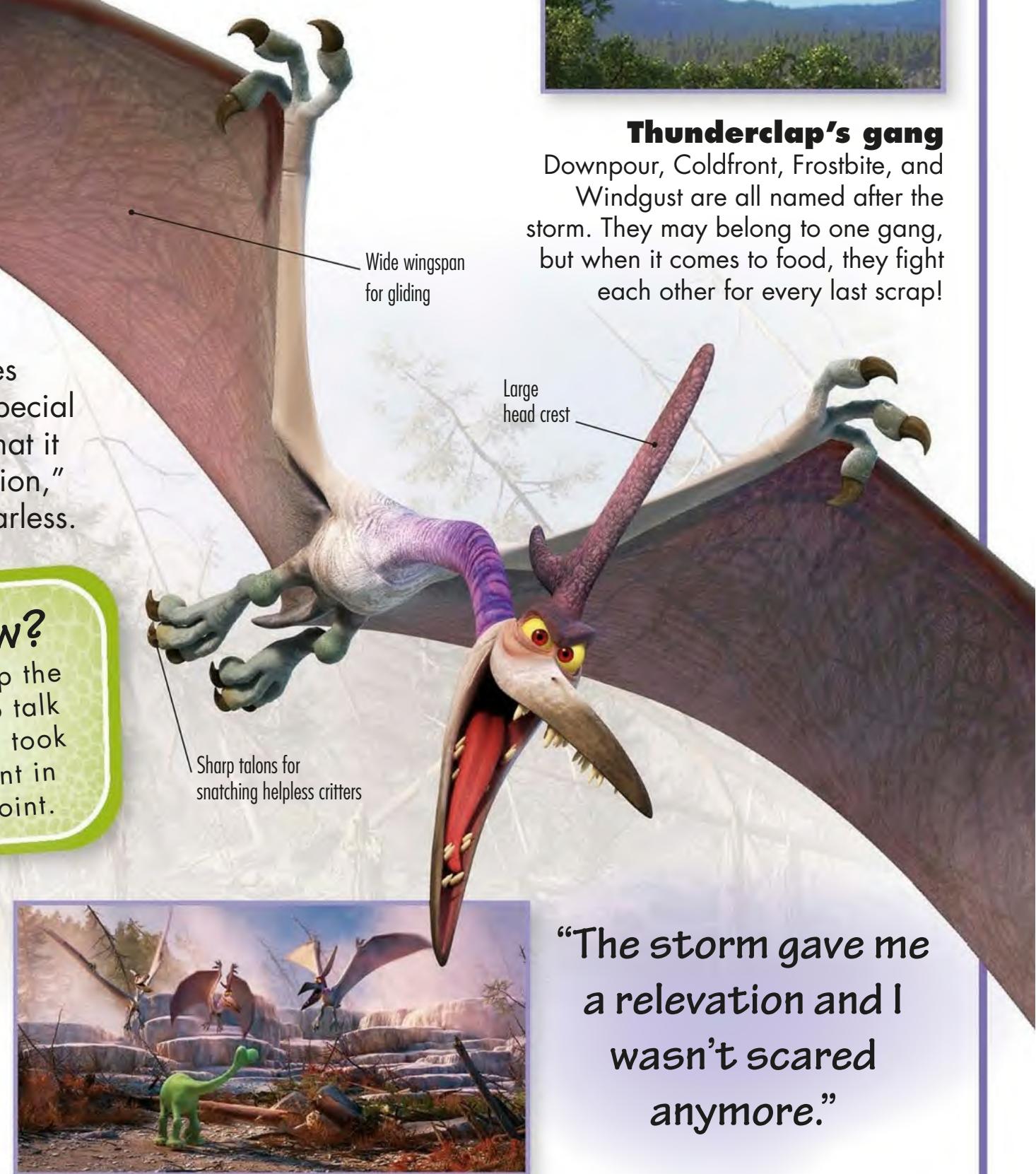
Weather-obsessed Thunderclap believes that the storm has special powers. He thinks that it gave him a "relevation," which made him fearless.

### Did You Know?

Thunderclap made up the word "relevation" to talk about how the storm took him from a low point in his life to a high point.

### Meet and eat

When Arlo first meets Thunderclap after a storm, the Pterodactyl seems friendly and helpful. However, the ruthless predator is only interested in eating Spot!



**"The storm gave me a relevation and I wasn't scared anymore."**

# NASH AND RAMSEY

FROM AN EARLY AGE, siblings Nash and Ramsey help their father, Butch, with herding longhorns. Growing up together has made them good friends, but there is still more than a little sibling rivalry!



## Big softies

At first, Arlo is terrified of these fearsome T. rexes, but he quickly realizes that they're more friendly than ferocious!



## Scare pair

Nash and Ramsey work together to leave their foes frozen with terror! They waste no time fighting off the Pterodactyls that attack Spot and Arlo.

## “Nash! Boundaries!

**This is my personal bubble.**

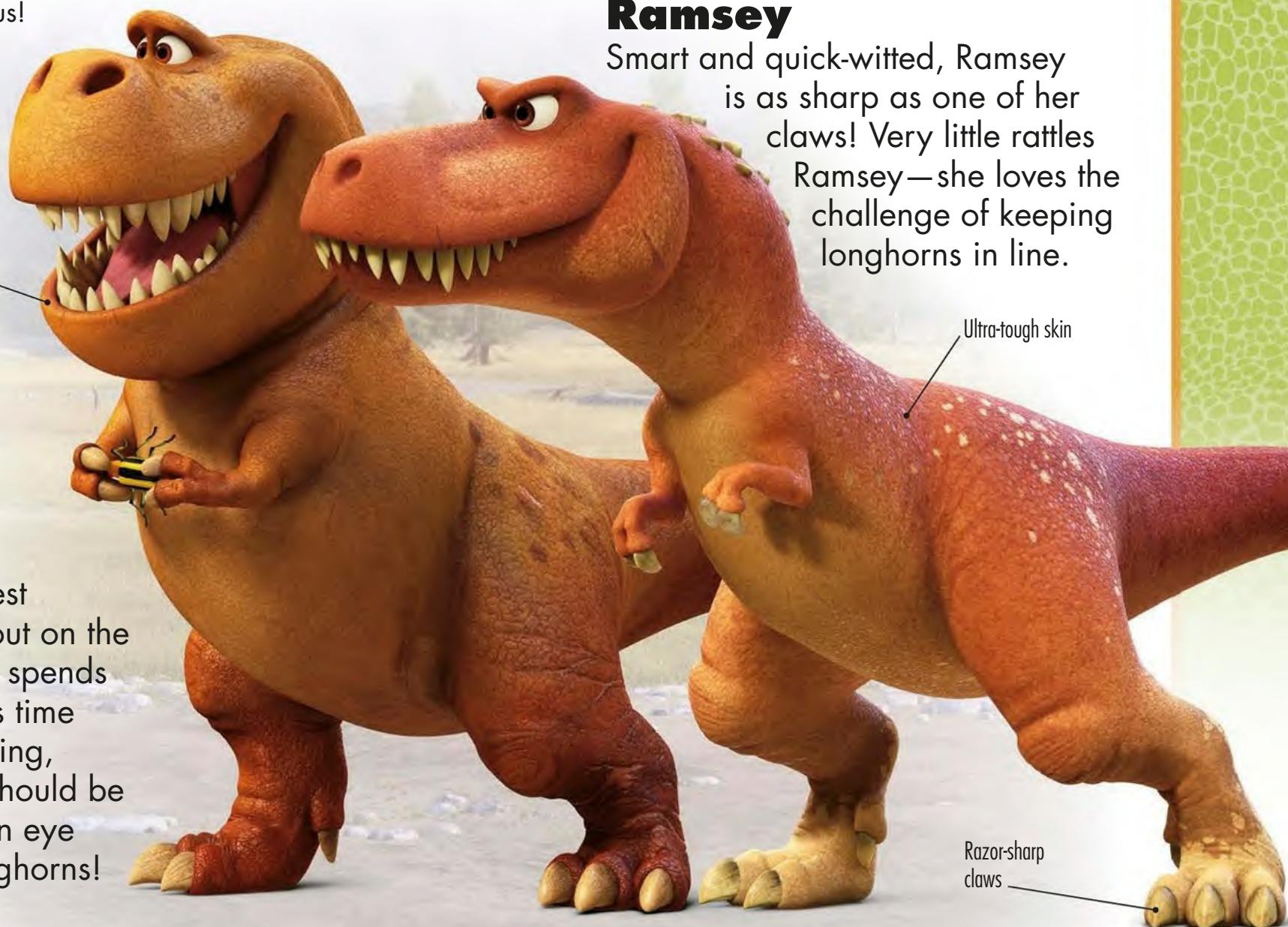
Ramsey

## Ramsey

Smart and quick-witted, Ramsey is as sharp as one of her claws! Very little rattles Ramsey—she loves the challenge of keeping longhorns in line.

## Nash

Laid-back Nash isn't the brightest dinosaur out on the range. He spends most of his time daydreaming, when he should be keeping an eye on the longhorns!



THE GOOD  
DINOSAUR

# BUTCH



T. REXES ARE the fiercest dinosaurs around—and Nash and Ramsey's father, Butch, is no exception! The tough-talking rancher might not be very touchy-feely, but Butch does have a softer side.

### Doting dad

Butch is proud of Nash and Ramsey. They help him herd the longhorns. By learning on the job, they can follow in his (enormous) footsteps!



### Veteran rancher

Butch is one of the best ranchers in the region. His years of experience, combined with his flair for scaring rustlers, make him the last T. rex you should mess with!

*“If you’re pullin’ my leg, I’m gonna eat yours!”*

### Gruesome grin

Butch is a dino of few words, and Arlo finds it hard to tell what he's thinking. Is that a gruesome grin or a frightening frown? With those teeth, it's just best to stay out of his way!

Huge feet with sharp claws

### Did You Know?

Butch still has a croc tooth lodged in his jaw from a croc attack that happened many years ago!

# RAPTOR PACK



RAPTORS ARE the most despised dinosaurs around! These dim-witted fiends spend their time rustling longhorns and threatening prey. Raptors are small, but when they attack, they are speedy, savage, and seriously dangerous!

THE GOOD  
DINOSAUR

## Did You Know?

The raptors are ferocious, and will fight anyone who gets in their way.

### Earl

Earl is a very dim dino, who is very quick to anger.

Earl is covered in dirty feathers



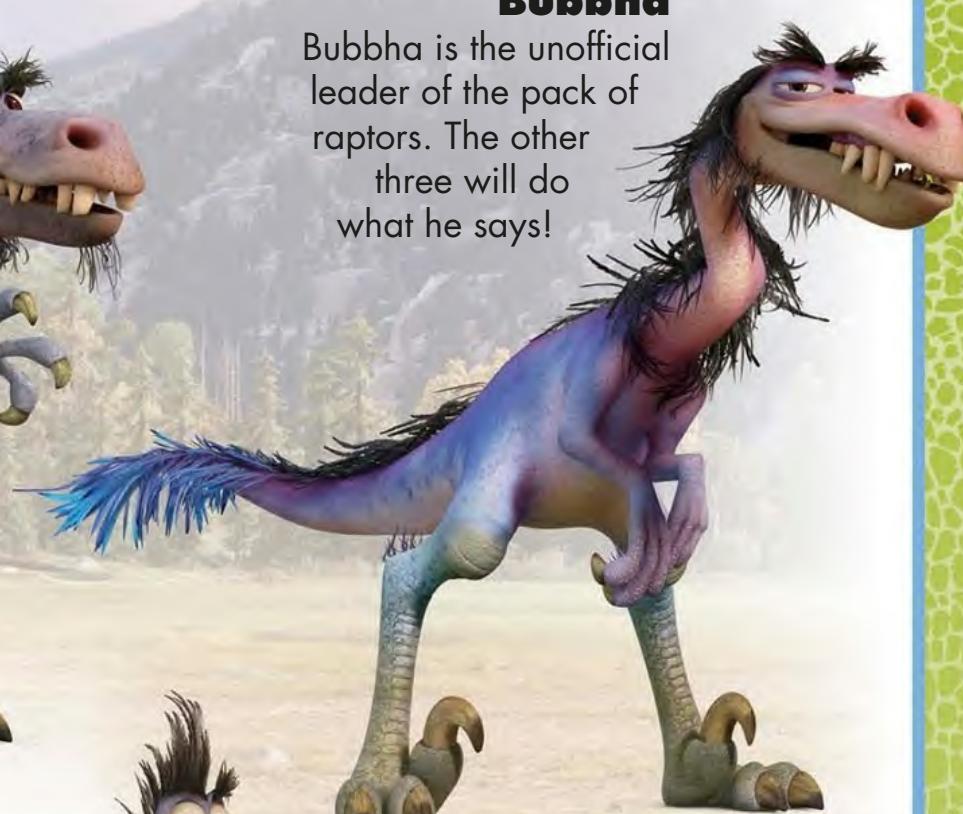
Tail of dirty, blue feathers

### Pervis

Pervis is desperate to impress Bubbha, but he's not interested.

### Bubbha

Bubbha is the unofficial leader of the pack of raptors. The other three will do what he says!

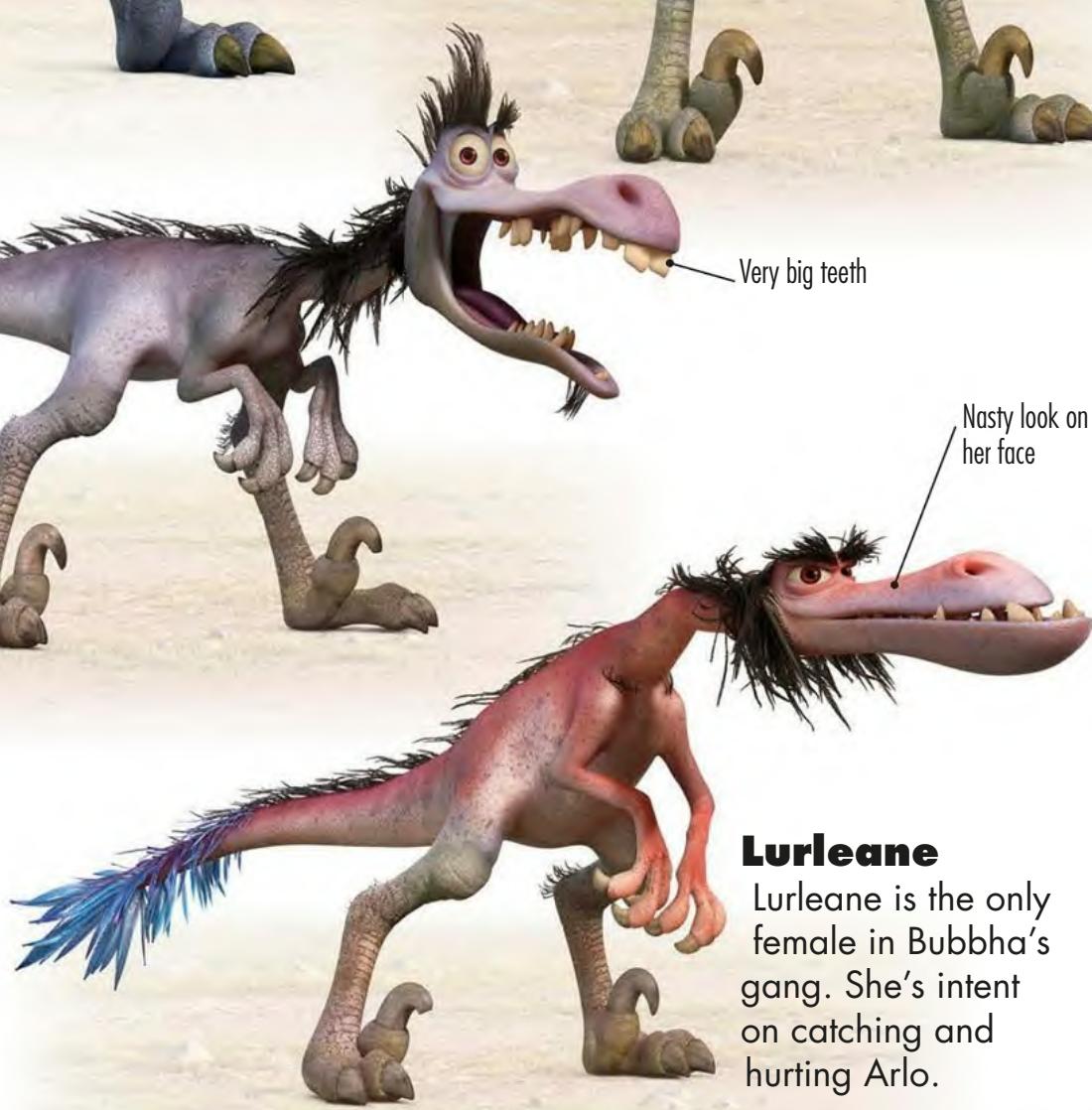


Very big teeth

Nasty look on her face

### Gang of thieves

Bubbha, Pervis, Earl, and Lurleane are a really unpleasant pack. The fearsome four think nothing of stealing the T. rexes' herd of longhorns for themselves.



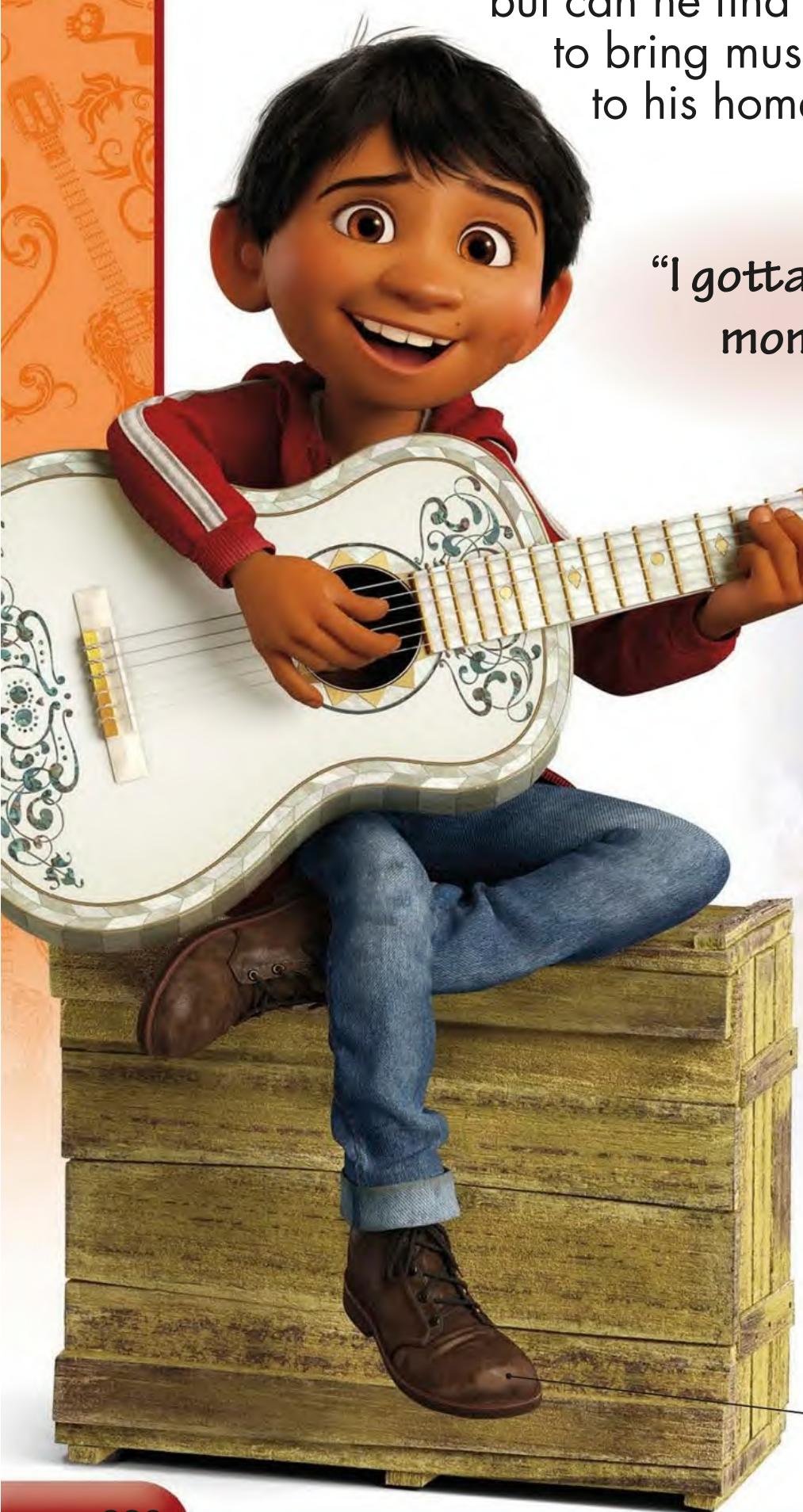
### Lurleane

Lurleane is the only female in Bubbha's gang. She's intent on catching and hurting Arlo.



# MIGUEL

THIS TALENTED 12-year-old's greatest passion is music. The trouble is, his family hates music, and it is banned from the Rivera household. Miguel doesn't want to fight with his family, but can he find a way to bring music back to his home?



## Family photo

In an old family photo, Miguel finds his great-great grandfather holding a guitar just like Ernesto de la Cruz's. Were his family once musicians? Miguel shouts excitedly from the rooftops!



## Music crazy

A magical mishap takes Miguel to another land. There, he gets the chance to prove he can be a musician ... and to meet his idol, Ernesto de la Cruz!



## Talent contest

Miguel's heart leaps when he sees the poster for a Día de los Muertos talent show in the village plaza. Could this be his chance to follow his musical destiny?

# DANTE

THIS GOOFY street dog loves to follow Miguel around. He's a hairless Mexican Xoloitzcuintli—but you can call him a Xolo for short! Curious, friendly, and unable to resist a new smell, Dante seems to pop up whenever Miguel is about to have an adventure.



## Sharing secrets

Dante is the only friend Miguel can tell all his hopes and dreams to—and sing all his favorite songs with. Shh!

## Loco Xolo?

He may look like a crazy critter, but Dante has hidden depths. After all, he is a Xolo dog, and it is said that all Xolo dogs have secret, mysterious powers.

Strong, smooth, hairless skin



## Street survivor

This scrappy hound has learned to survive on the street. He'll sniff any bag for food and even dance for a sweet bread roll!

**“Never name a street dog. They’ll follow you forever.”**

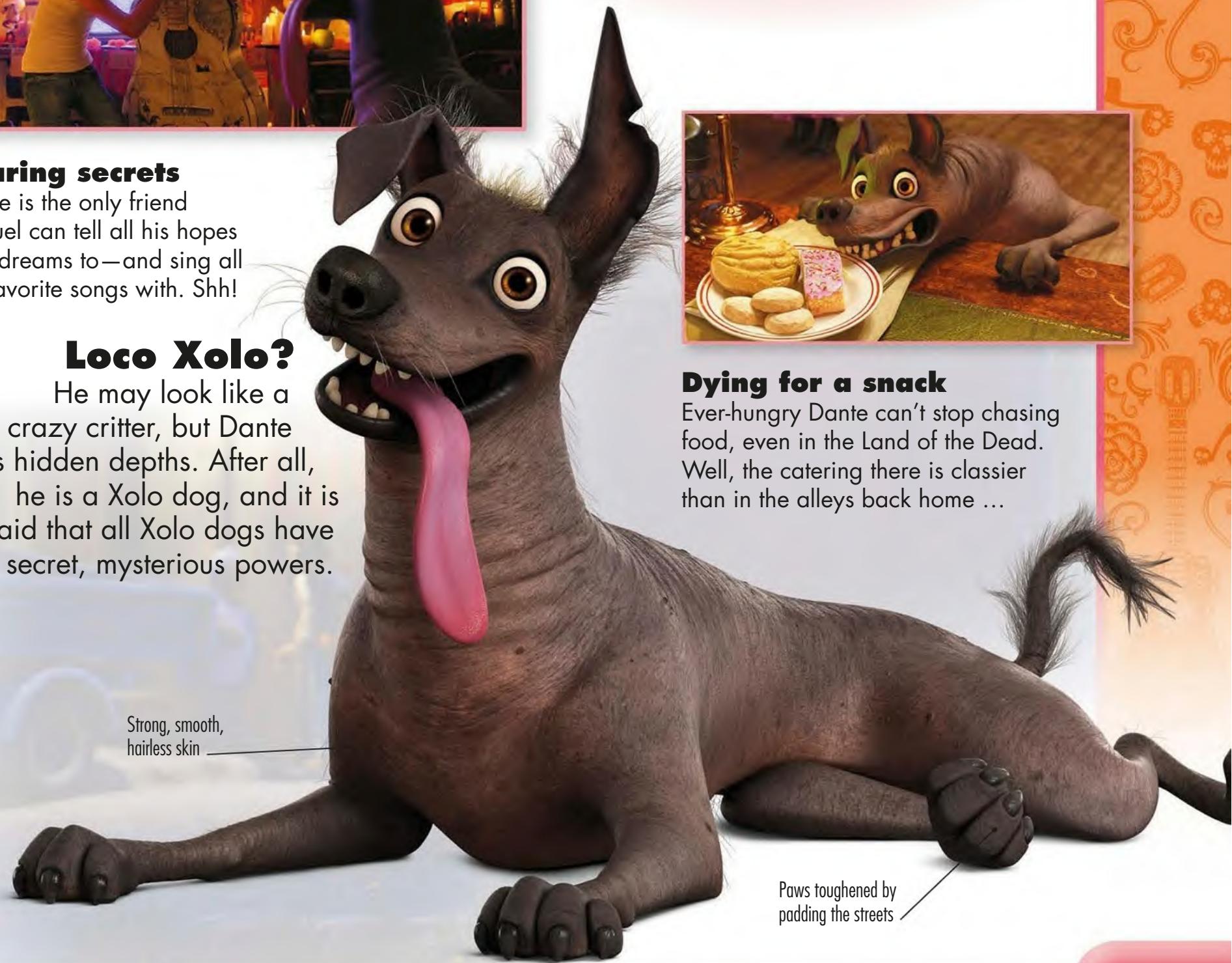
Abuelita



## Dying for a snack

Ever-hungry Dante can't stop chasing food, even in the Land of the Dead. Well, the catering there is classier than in the alleys back home ...

Paws toughened by padding the streets





# FAMILY AND FRIENDS

FINDING OUT that his family is even bigger than he thought is a shock for Miguel. Discovering that his ancestors hate music just as much as the others is even more of a shock. There must be somebody who can help Miguel make sense of it all (not to mention make his way home). Will it be his old folks, his new friends, or his big musical hero?



## Family trade

Miguel comes from a big family, and all of them are skilled shoemakers. The trade is passed on from generation to generation.

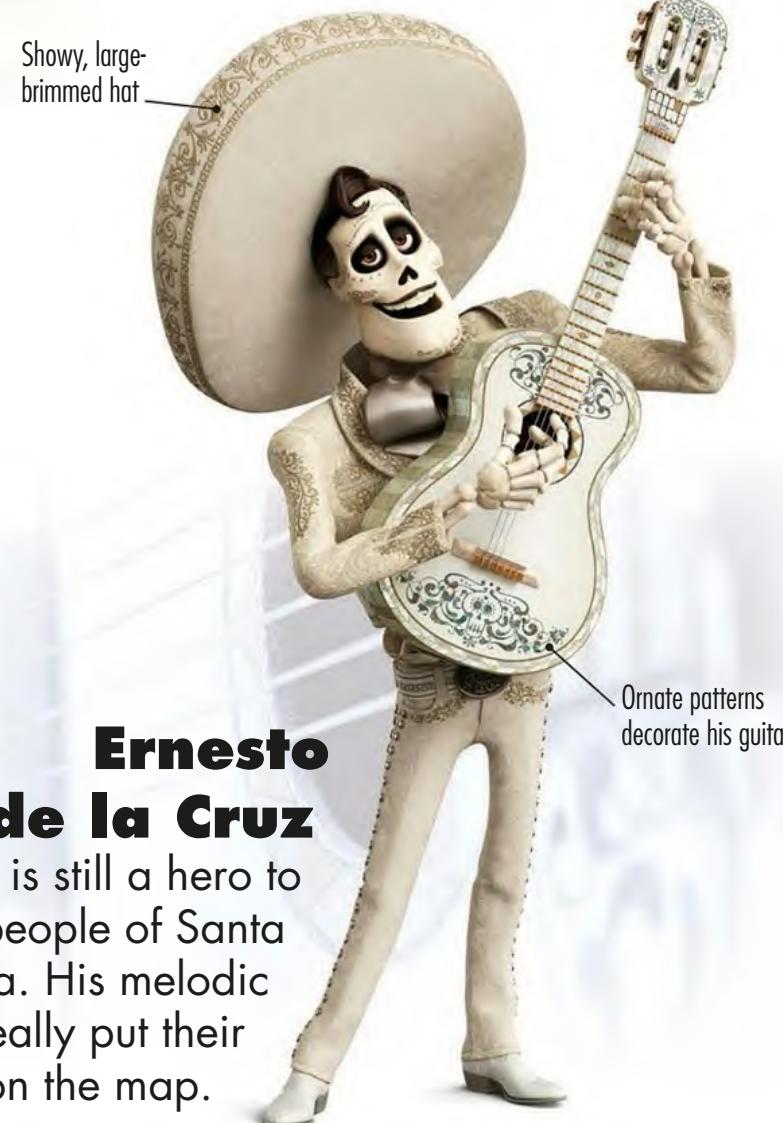
### Did You Know?

De la Cruz was a movie star, as well as a musician. He specialized in heroic and romantic roles.



## Coco

Miguel's great grandmother, Coco, was once full of interesting stories. Now that she is very old, she has forgotten most of them.



## Ernesto de la Cruz

De la Cruz is still a hero to the people of Santa Cecilia. His melodic crooning really put their little town on the map.



## Mamá Imelda

Mamá Imelda is Miguel's great-great grandmother. She started the family shoemaking business to support herself and her daughter, Coco.

Flounced skirt

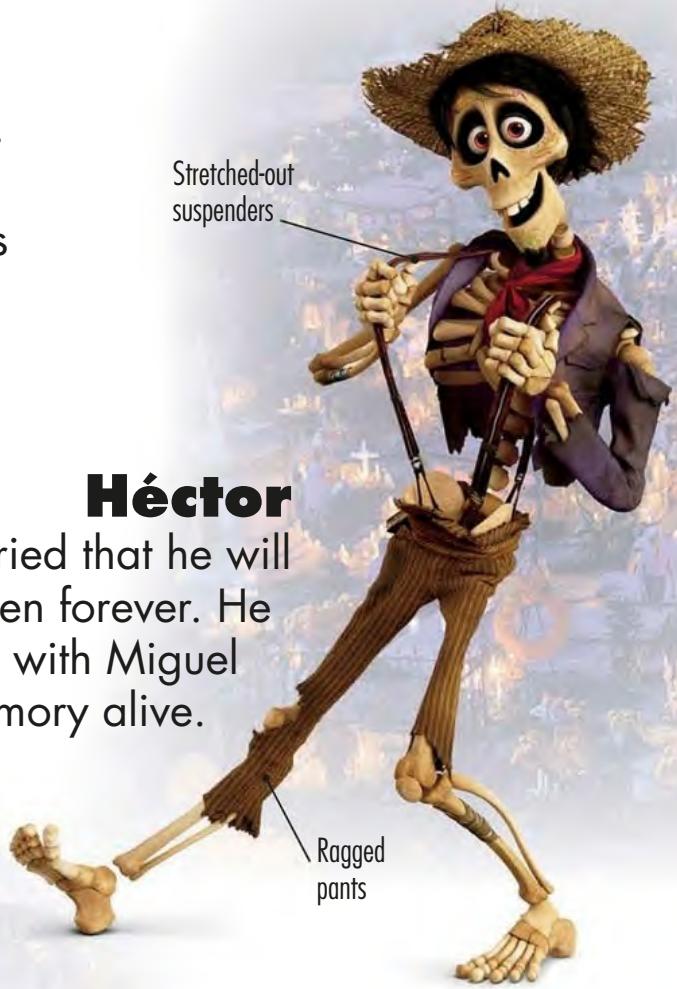


## Riveras Family

The skeleton Riveras haven't changed much from when they were alive. Brothers Óscar and Felipe still wear their leather aprons, and they still do what their big sister Imelda says.

Tío Óscar

Tío Felipe



## Héctor

Héctor is worried that he will soon be forgotten forever. He makes a bargain with Miguel to keep his memory alive.

Ragged pants





# IAN LIGHTFOOT

ONWARD

SHY ELF IAN LIGHTFOOT has a whole list of things he wants to do, from making new friends to learning how to drive. But he can't summon the confidence to take that first step. Ian's father passed away years ago, but Ian often thinks life would be easier if Dad were still around.

## Did You Know?

Ian's first spell goes wrong and his father's Phoenix Gem is destroyed. Ian is distraught, but Barley convinces him they can find another one.



## Road trip

Ian never imagined he'd go on a magical adventure with his older brother, Barley. Barley is a little loud and excitable, but around him, Ian gains the confidence he needs to try new things.

Stance needs more confidence



## Magic powers

Slowly, Ian learns to master his magical powers. He even manages to pull off the Trust Bridge spell, which creates an invisible bridge midair, and requires Ian to believe in the power of his own enchantment.

**"Okay, Dad, let's try some magic."**

## On a quest

When Ian turns 16, his mom gives him and Barley a gift from their dad—a staff, a magical Phoenix Gem, and a spell that will return Dad to life for 24 hours. It doesn't take long for Ian to realize he can do magic, so he sets off on a quest with his brother to finally meet his dad.

# BARLEY LIGHTFOOT



IAN'S CONFIDENT OLDER brother, Barley, is more immersed in the world of magic than real life. When he's not helping Ian or their mom, Barley spends his time playing fantasy game, *Quests of Yore*. Many consider Barley to be the town joke, but luckily this free spirit doesn't care what anyone else thinks.

## The guide

Barley has never doubted that magic is real, so when Ian's powers are revealed, Barley helps and encourages him. Finally, all of Barley's wizarding knowledge is about to pay off!



## Guinevere

Barley loves his family more than anything, closely followed by his battered old van, Guinevere. Barley is beyond excited to embark on a magical quest in his trusty steed.



## Little brother

When Ian's growth spell doesn't go to plan, Barley gets shrunk. Suddenly, this big brother becomes the little brother. It's a little unsettling!

Vest decorated with logos of Barley's favorite metal bands

## Did You Know?

The second Phoenix Gem was concealed inside a fountain that would have been torn down if it wasn't for Barley.

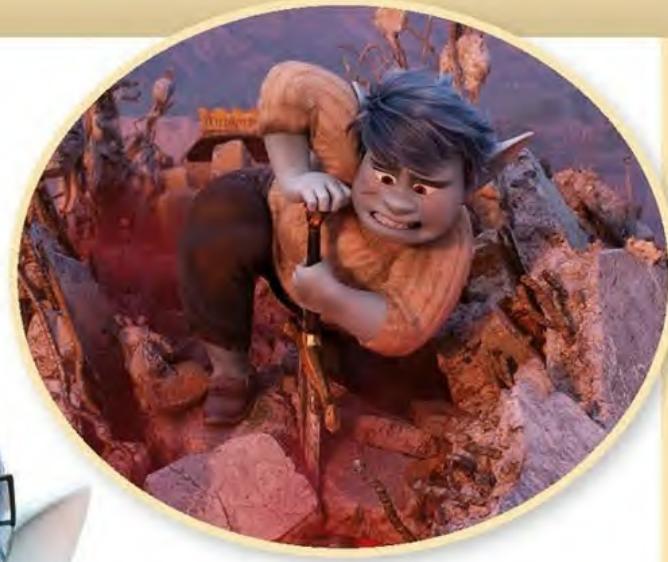
**"On a quest,  
the clear path  
is never the  
right one."**



# LAUREL LIGHTFOOT

IAN AND BARLEY'S MOM, Laurel, is supportive and caring, but raising two teenage elves is tough. Laurel works hard to make sure she is always there for her sons when they need her—she jokes around with Barley and listens to Ian when he wants to talk—but she misses having their dad around.

Wise, but slightly tired, expression



## Mighty mom

Laurel's workout videos encourage her to repeat the phrase, "I am a mighty warrior!"

Laurel gets a chance to put her warrior mindset and best moves into practice when she takes on a deadly stone dragon.

Plain, warm sweater

**"I am a mighty warrior!"**

## An unexpected pair

Laurel's desire to protect her sons is powerful enough to convince Corey, a retired Manticore warrior, to go into full-swing, fierce Manticore mode again.

## Did You Know?

Laurel enjoys a chocolate-flavored protein smoothie every day. Her favorite brand is "Whey Strong."



Practical jeans

## Maternal instinct

When Laurel learns that her boys are in danger, she doesn't hesitate for a second. She heads out to rescue them, ready and willing to do whatever it takes to keep them safe—including flying on a Manticore and battling a stone dragon.

# WILDEN LIGHTFOOT

WILDEN LIGHTFOOT WAS an easygoing guy, loving husband, and dedicated father to his son, Barley. Sadly, Wilden passed away before he could meet his second son, Ian. Wilden loved thinking about the old days, when the world was full of magic. He had a soft spot for adventure—as well as for brightly colored socks!



ONWARD

**"Hi, Dad."**

Barley and Ian realize they can communicate with their dad by tapping or touching his feet. It's enough to let Dad know they're there.

**"Long ago, the world was full of wonder ..."**



## Dad, kind of

Walking around with a pair of legs is a bit strange, so Barley and Ian improvise to create a torso and head for their dad using a pillow and old clothing. It's ... interesting.

## Half a spell

The Visitation spell that Wilden left for his sons will let them all spend one whole day together. Wilden didn't foresee that Ian's fledgling magical skills would be unable to cope with the spell—and only Wilden's feet and legs come back. Oops!



## Did You Know?

Wilden always thought his wizard name would be Wilden the Whimsical!

## Saving Dad

Being a pair of legs can be a little dangerous—especially around steep cliffs. Barley and Ian have to save their dad quite a few times on their quest.



ONWARD

# COLT BRONCO

CENTAUR POLICE OFFICER Colt Bronco prides himself on enforcing the law. However, he is dating Laurel Lightfoot, so it sometimes gets awkward when her son Barley makes trouble in town. Still, Colt is honest and fair. All he wants is to do the right thing.



## The law

Colt doesn't realize that the boys are on a time-sensitive quest. He tells them they must return home, and he can't understand why they don't listen to him.

## Well-meaning

Colt is devoted to Laurel and tries hard (maybe too hard) to get along with her sons. When he hears Ian and Barley are missing, he sets out to find them, hoping to keep the boys safe and stop Laurel from being worried.



## Full speed

Colt relies on his police car to get around until he decides to take more pride in his centaur abilities. Now he says, "I was born to run!"



**Did You Know?**  
According to Barley, centaurs can reach speeds of 70 mph (113 km/hr). Colt plans to match that and become the fastest cop in town!

"Are you working hard ... or hardly working?"

# THE MANTICORE

PART LION, PART BAT, and part scorpion, the Manticore is a fearsome, fire-breathing adventurer. At least, she used to be, until she retired to run a family-friendly restaurant, where she is known as Corey. Given her past, can Corey ever be truly happy serving soup and fixing karaoke machines?

**“Let’s crush some curses!”**



## Powerful weapon

The Manticore is thrilled to be reunited with her one-of-a-kind sword, which she affectionately calls the Curse Crusher.

## Back in business

The thrill of adventure reawakens the Manticore and she joins Laurel on her mission to rescue her sons. Brave, daring, and strong, Corey is the perfect quest companion.



### The Manticore’s Tavern

Corey’s tavern used to be a meeting place for travelers heading out on their epic quests. These days, it is a themed restaurant popular for children’s parties and karaoke nights.

ONWARD





# JOE GARDNER

Soul

MIDDLE SCHOOL MUSIC teacher Joe Gardner has always dreamed of being a professional jazz musician, but he's just never got his big break. While he enjoys teaching and encouraging his students, Joe worries that his whole life will be a waste if he never becomes a jazz player.



## Joe's soul

Joe's soul ends up in the Great Before, where new souls are prepared for the world. He meets 22, a new soul who doesn't want to become alive—something Joe simply cannot understand.

## The big break

One day, Joe is asked to join a jazz quartet, and he feels like all his dreams are about to come true. That is, until he falls into a manhole and finds himself on his way to the afterlife, known as the Great Beyond.



### Did You Know?

Joe's passion for jazz was sparked as a child, when his dad, a musician, took him to a jazz club for the first time.

*“Music is all I think about. From the moment I wake up in the morning ... to the moment I fall asleep at night.”*



## Out-of-body experience

Joe manages to bring himself and 22 to Earth, but not everything goes to plan. 22 ends up in Joe's body, while Joe finds himself in the body of a nearby therapy cat named Mr. Mittens!

THE ULTIMATE “BAD APPLE” of the Great Before, 22 is a young soul who can’t think of anything worse than heading down to be alive in the world. No matter how hard her mentors have tried, 22 has never found the spark that will show she is ready for Earth—which is fine with her.



Soul



#### Lost soul

22 doubts she will ever find her spark. She becomes a lost soul, dark and hopeless, until Joe comes to help her.

“Okay, look,  
I already know  
everything about  
Earth, and I don’t  
want anything to  
do with it!”

Earth badge incomplete  
without “spark”

#### Did You Know?

22 had lots of mentors who all lost patience with her, including Muhammad Ali, Mahatma Gandhi, and Mother Teresa!

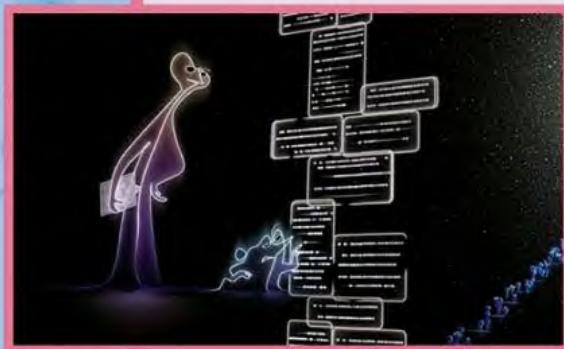
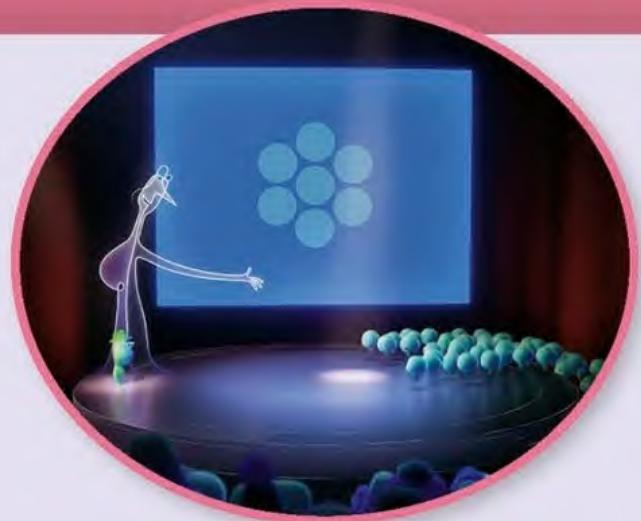
#### A new mentor

When 22 is assigned a new mentor, she thinks Joe will be just like all the others. But when they make it down to Earth, 22 is surprised to find herself understanding what it means to be alive, and she finally realizes that life is good.

# THE JERRIES

Soul

THE UNUSUAL BEINGS who guide the souls in the Great Before are all known as Jerry. Each Jerry is an expression of the universe, but they don't waste anyone's time trying to explain what that means. Rather, they are cheerful, patient, and eager to help new souls prepare for Earth.

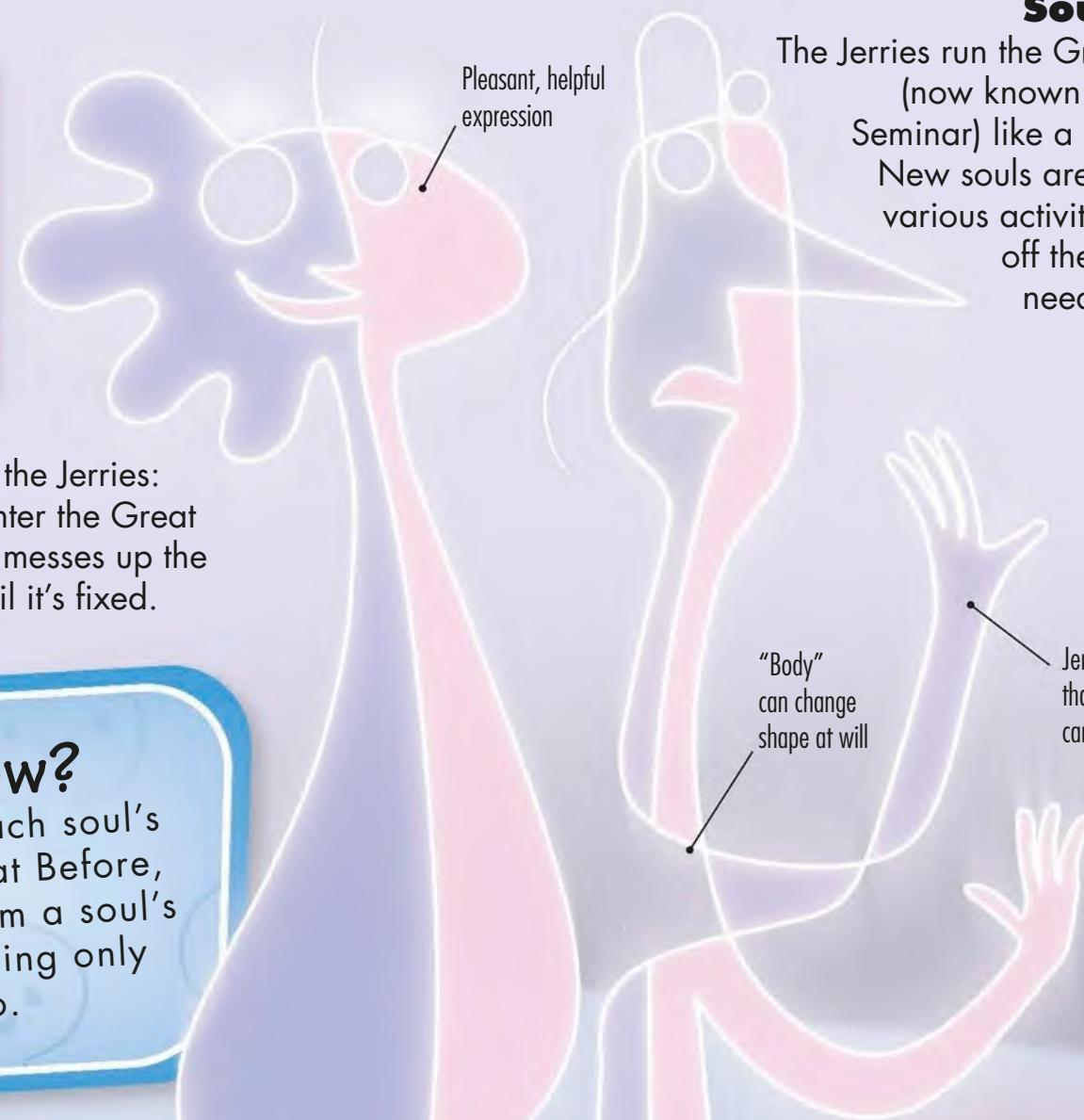


## Terry, not Jerry

Terry is a little different to the Jerries: he tracks the souls who enter the Great Beyond. When Joe's soul messes up the count, Terry won't rest until it's fixed.

## Did You Know?

The Jerries program each soul's personality in the Great Before, but they cannot program a soul's spark—that is something only a soul can do.



**Soul skills**  
The Jerries run the Great Before (now known as the You Seminar) like a day camp. New souls are guided to various activities, ticking off the skills they need for Earth.

## Mistaken mentor

Most of the time, the Jerries know everything, but that doesn't mean they don't make mistakes. When Joe's soul appears in the Great Before, Jerry calls him into action as a new mentor, even though Joe should really be on his way to the Great Beyond.

*"I am the coming together of all quantized fields of the universe ... You can call me Jerry."*

# MOONWIND STARDANCER

MOONWIND IS NOT dead. He refers to himself as a mystic, which means he has found a way to disconnect his soul from his living body. On Earth, Moonwind spends his time twirling signs. He loses himself in the rhythm, and this allows his soul to wander free in a place called the Astral Plane.

**“Ahoy there,  
fellow Astral  
travelers!”**

## Happy to help

Moonwind helps lost souls reconnect with their bodies, but he has never come across an “untethered” soul like Joe’s before. Still, the optimistic mystic agrees to give it a try.



## Mystical souls

Moonwind’s soul meets up with other mystics—Dreamerwind, Dancerstar, and Windstar. They travel across the Astral Plane in a gigantic ship, trying to help the lost souls they encounter.

Legs often dancing  
in excitement



## Sign twirler

Moonwind helps Joe get back to Earth, but things don’t go perfectly and Joe ends up in the body of a cat. Joe seeks out Moonwind in real life, and finds the sign twirler on a New York City street corner.



## Did You Know?

Moonwind was once a lost soul himself—when he became obsessed with the video game *Tetris*.



# LIBBA GARDNER

Soul

JOE'S MOM, LIBBA, has run a tailor shop for many years. Practical and straight-talking, she tells Joe that he needs a steady job if he wants to pay the bills. Joe thinks his mom doesn't appreciate his passion for jazz, but all she wants is for him to be happy. Libba loves Joe more than anything.



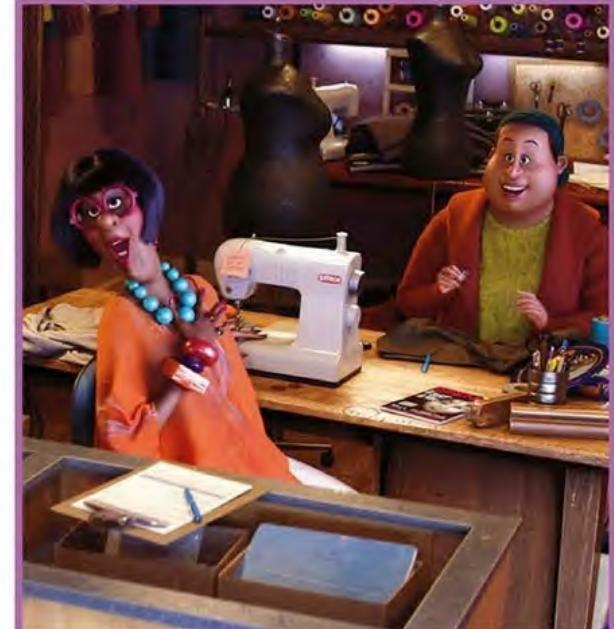
## Difference of opinion

Libba is thrilled when Joe gets offered a permanent teaching role—now he can finally have a career in music! She finds it hard to understand why he might turn down the job in favor of joining a jazz band.



## Proud mom

When Joe finally explains how important jazz is to him, Libba could not be more proud. She lets him know that she fully supports him to follow his dreams.



## Melba and Lulu

Melba and Lulu work in the tailor shop and are like sisters to Libba. They love it when Joe visits, and Melba always asks for a kiss.

*“You can’t eat dreams for breakfast, Joey.”*

## Did You Know?

Libba worked for years to support her husband, so she knows how hard the life of a musician can be. She wants Joe to avoid the struggle.

# THE DOROTHEA WILLIAMS QUARTET

THE DOROTHEA WILLIAMS Quartet is a well-known jazz band, led by the super-talented saxophonist Dorothea herself. Dorothea and her bandmates—drummer Curley and cellist Miho—are on the lookout for a new pianist to play with them at the legendary Half Note Club.

## Did You Know?

The Half Note Club is the same jazz club Joe visited with his dad years ago where he heard jazz for the first time.



*“Get on up here, Teach.  
We ain’t got all day.”*

Dorothea

Enthusiastic smile

## Audition

Dorothea Williams is notoriously difficult to impress. But when Joe loses himself in the music during his audition, Dorothea's pleased expression says it all.

## Spot to fill

Curley used to be one of Joe's students, and remembers him as a great teacher. When a spot opens up in the band, he is quick to recommend Joe to Dorothea—although she doesn't expect a music teacher to be good enough.



Clashing patterns and textures on dress are similar to jazz music

Soul



# LUCA PAGURO

LUCA

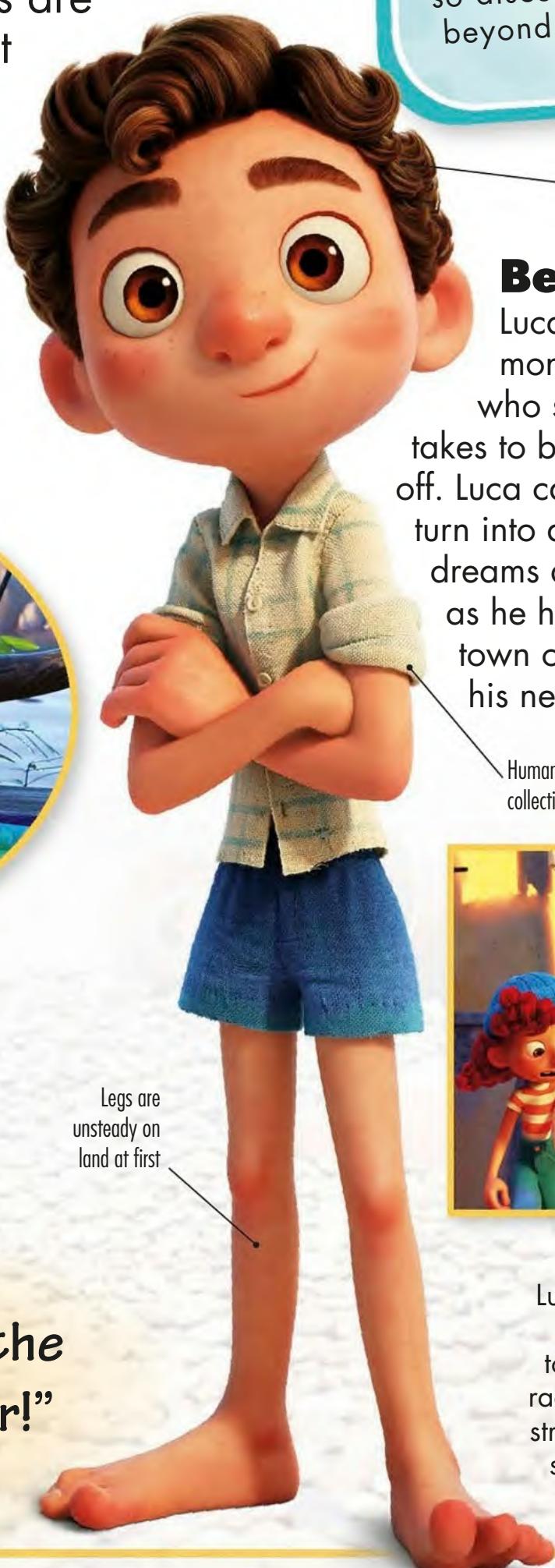
LUCA IS A THOUGHTFUL young sea monster who lives beneath the waves. He dreams of exploring the world above the surface, but his parents warn him that humans are dangerous. Luca can't help being curious, though. What's it like out there? If only he could go up and take a look ...



## Sea monster secret

If Luca's skin gets wet, he'll turn back into a sea monster. He and Alberto get a shock when they wake up one morning after it's been raining. They run and hide before anyone can spot them!

**"This is gonna be the best summer ever!"**



## Did You Know?

Luca is fascinated by astronomy. He's only ever known the ocean, so discovering there is even more beyond the sky is mind-blowing!

## Becoming human

Luca meets another sea monster named Alberto, who shows him that all it takes to become human is to dry off. Luca can't believe it—he can turn into a human! Now, all of his dreams are about to come true as he heads to the seaside town of Portorosso with his new friend.

Human clothing from Alberto's collection of human items



## Tiring training

Luca and Alberto team up with a friendly girl named Giulia to train for the Portorosso Cup race. But cycling up the narrow streets of Portorosso is tiring for someone who only learned to ride a bike a few days ago!

# ALBERTO SCORFANO



Luca

ALBERTO COULDN'T BE more different to his new friend, Luca. While Luca is cautious and quiet, Alberto is bold, enthusiastic, and full of confidence. He leads Luca on an adventure to the nearby town, Portorosso. And he is absolutely certain that no one will ever suspect that he and Luca are sea monsters.



## Above the surface

Alberto has been exploring the world above the surface for ages. When Luca joins him on land, Alberto is eager to impress his new friend with everything he's learned!

## Tough guy

Alberto is fiercely independent and proud of it! However, before meeting Luca, Alberto spent a long time on his own, growing lonelier each day. He doesn't show it, but he is extremely happy to have finally made a friend.



## Vespa dreams

Alberto and Luca share the dream of owning a Vespa motor scooter. They imagine the adventures they will have on it, traveling the world together.

Clothes scavenged from passing boats



## Did You Know?

Alberto lives alone in a lighthouse on the Isola del Mare. He fills his home with items scavenged from the human world.



# GIULIA MARCOVALDO

LUCA

QUIRKY, KIND, AND extremely determined, Giulia is a bit of an outcast in Portorosso, but that doesn't bother her in the slightest. Every summer, she comes to stay with her dad, and every summer she enters the Portorosso Cup, though she is yet to win. But this year is her year—she can feel it!



## Did You Know?

Giulia has an unfortunate nickname: Spewlia. It refers to a moment in last year's race when she overdid it in the spaghetti-eating contest.



## Loyal friend

Giulia has no idea her new friends are sea monsters, but when their secret is exposed, Giulia stands up for them. Even though everyone in town is scared of sea monsters, Giulia insists that they are friendly.



Hat keeps flyaway hair in place

**A love for learning**  
Giulia and Luca discover a shared interest in books and learning. Giulia tells Luca all about her school in Genoa and gives him one of her astronomy books as a gift.

**"We underdogs have to look out for each other, right?"**

Patch covers a hole made during bike training

## Team player

After meeting Luca and Alberto, Giulia convinces them to enter the Portorosso Cup as a team with her. The Cup is a race in three different parts: swimming, eating pasta, and cycling.

Shoes are tough enough for the cobbled streets of Portorosso

# MASSIMO MARCOVALDO

MASSIMO IS A loving father and the most well-respected fisherman in Portorosso. He works hard at his job and looks forward to the summer when Giulia comes to stay. Massimo is also very passionate about hunting sea monsters, but he hasn't caught any yet.

## Strong, silent type

Though he seems stern, Massimo takes a liking to Giulia's new friends.

He cooks them spaghetti and helps them raise the fee to enter the Portorosso Cup. But how will he feel when he learns the truth about Luca and Alberto?



LUCA



### Suspicious cat

Massimo's cat, Machiavelli, takes an instant dislike to Alberto and Luca. It's as if he knows there's something fishy about them.

Apron protects clothing while gutting fish



### Fishing buddies

Massimo welcomes Luca and Alberto into his home, and he admits that fishing is pretty tough these days. In return, they help him find the best spot to catch fish.



Anti sea monster tattoo

Sturdy, waterproof shoes

### Did You Know?

Massimo's house is decorated with fishing equipment and mementos, including the teeth of the largest fish he ever caught.



# ERCOLE VISCONTI

LUCA

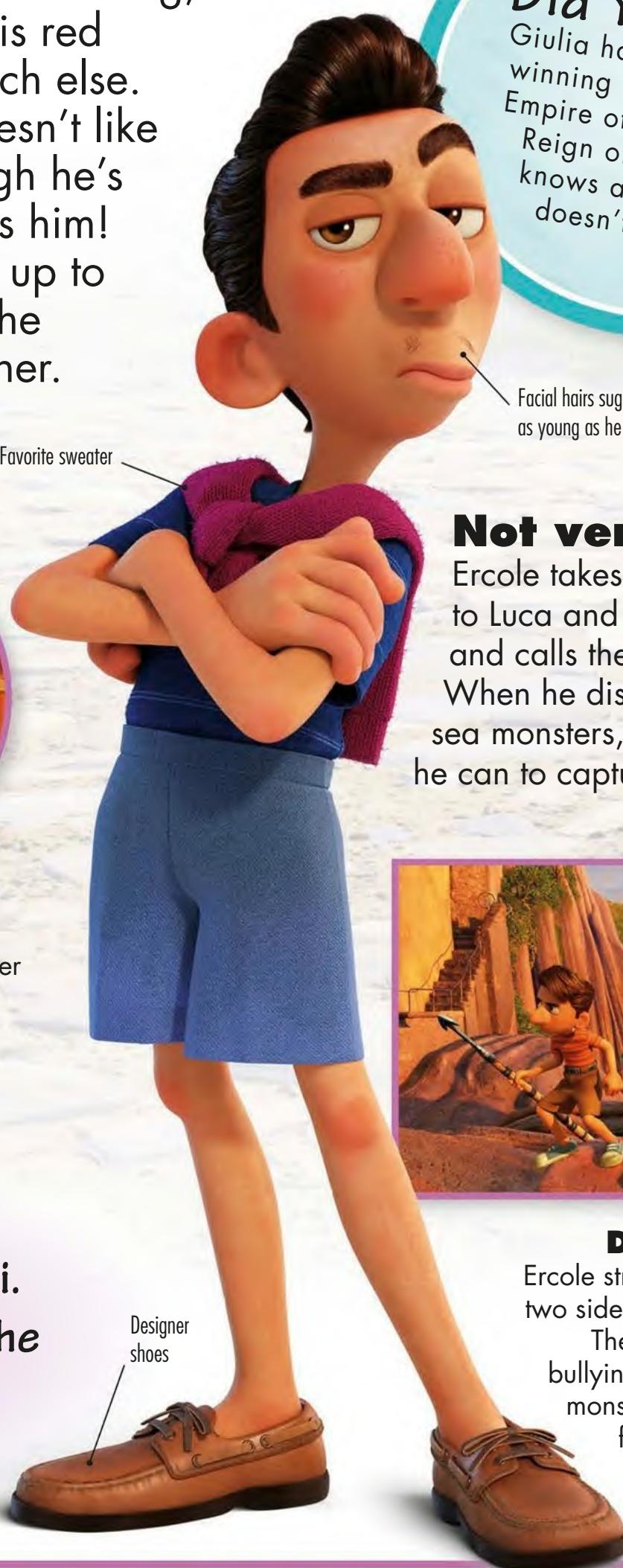
ERCOLE IS THE REIGNING champion of the Portorosso Cup, and the local bully. He loves winning, sandwiches, and his red Vespa—but not much else. Ercole certainly doesn't like other people, though he's sure everyone loves him! Only Giulia stands up to him, which is why he especially dislikes her.



## In it to win it

Ercole is so self-centered, it never crosses his mind that he might not win the race. When he realizes that Giulia, Luca, and Alberto pose a serious threat, he becomes nastier than ever.

**"I am Ercole Visconti.  
Five-time winner of the  
Portorosso Cup."**



## Did You Know?

Giulia has named Ercole's winning streak as the Evil Empire of Injustice, or the Reign of Terror. Ercole knows about this, and doesn't care at all.

## Not very friendly

Ercole takes an instant dislike to Luca and Alberto (of course) and calls them "vagrants." When he discovers they are sea monsters, he does everything he can to capture them.



## Disloyal sidekicks

Ercole struts around town with his two sidekicks, Guido and Ciccio.

They do what he says, from bullying children to hunting sea monsters. But even they aren't fans of Ercole, who treats them just as badly as he does everyone else.

# MR. AND MRS. PAGURO

LORENZO AND DANIELA Paguro are loving parents to Luca. Daniela worries about keeping her son safe from land monsters, so she forbids him to go anywhere near the surface. Lorenzo spends most of his time focusing on his prize-show crabs, but he agrees with his wife about the dangers of humans.



## Happy family

After Luca's adventure on land, his parents realize that life above the surface isn't as dangerous as they thought. Together with Luca's grandma, they come to wave him off as he heads for school in Genova.

**"The curious fish gets caught!"**

Daniela

## Protective parents

When they learn that Luca has gone above the surface, Daniela and Lorenzo become human and go after him. They might be terrified of humans, but that won't stop them from trying to keep their son safe.



LUCA

## Uncle Ugo

Strange Uncle Ugo lives in the deep. When Luca disobeys his parents, they threaten to send him to live with Ugo.





# MEILIN LEE



MEILIN LEE IS A SPIRITED teenager who does well at school and loves hanging out with her friends. At home, she is a little quieter, doing her best to help her parents run their family temple. Lately, Mei has been keeping a huge secret. Whenever she gets excited, she poofs into a giant red panda!



## Eager to please

Mei works hard to make her parents proud. She's a happy girl but she sometimes feels a lot of pressure. Especially at school. And especially when her mom turns up unannounced ...

Quirky dress sense

“Ever since I turned thirteen, I've been doing my own thing.”



Pink laces make  
Mei feel happy

## Did You Know?

Mei is obsessed with the boy band 4\*Town. She and her friends spend endless hours dreaming of seeing them in concert!



## Over-excited

Turning into a fluffy red panda is upsetting for anyone, especially a thirteen-year-old girl! Mei panics until she discovers that the only way to change back is to calm down. But for an excitable teenager, keeping calm is not always so easy.

# MING LEE

MEI'S MOM WORKS hard running the family business, and she works even harder at being a kind, protective mother to Mei—although Mei would definitely say “overprotective.” Ming is very connected to her Chinese heritage and she loves the fact that Mei enjoys learning about it, too.



## Family business

Ming is the spiritual leader and entrepreneur behind the Lee Family Temple. It is an ancient temple that tells the history of Ming and Mei's ancestors.



Perfectly coiffed hair

“Don’t worry, Mei-Mei. I’ll get everything you need. Mommy’s here!”

Red necklace worn every day

## Did You Know?

Ming has established many house rules to help Mei learn how to be a good person. Ming’s number one house rule is honoring your parents.



## Parenting style

Ming wants her daughter to grow up to be a respectful, successful, and happy young woman. She's aware that her parenting style can come across as strict, but it all stems from a place of love.

No-nonsense work attire

## Mom duties

Ming will do *anything* to make sure her daughter is all right. When she notices Mei acting strangely, she turns up at school to check on her. Mei is mortified to see her mom lurking behind a tree outside her classroom.



# MEI'S FRIENDS



MEI IS THANKFUL every day for her loyal besties: Priya, Abby, and Miriam. They hang out all day every day—at school and after school. Each girl has her own unique personality, but that's why they get along so well—everyone brings something different to the group. They do have one thing in common, though ... their all-consuming obsession with the band 4\*Town!

Priya is artsy and quiet, but often surprises people with her sharp sense of humor.



## Superfans

The girls know all of 4\*Town's songs by heart. They've perfected their beatboxing to get the rhythm just right and they love nothing more than practicing the moves, even if some are a little tricky. They're not biased, but think they sound pretty good!

## Girl gang

As much as she wants to, Mei can't hide her panda problem from her friends for very long. Miriam, Priya, and Abby support Mei without question and do everything they can think of to keep her calm. Mei can't believe she was worried about telling them!

**"We love you, girl.  
Panda or no panda."**

Miriam

Don't mess with Abby—or her friends—she will make you regret it!



### **Supportive**

The news that 4\*Town are coming to town for a concert is the most exciting thing the girls have ever heard. So, of course, Mei poofs into a panda! Her friends promise they will get her to that concert—in human form.

Miriam is usually cool and mature—until she lets her goofy side out!

**Did You Know?**  
Just thinking about her friends is enough to keep Mei calm and stop her from poofing into a panda! It is because they make Mei feel safe.



# JIN LEE



Glasses are similar to Mei's



MEI'S DAD LIKES a quiet life. There's nothing he enjoys more than a productive day spent gardening and cooking, followed by a sneaky donut! He is a calming influence in the Lee household, and always tries to be there for Mei when teenage life gets too much.



## Proud chef

Jin takes great pride in his cooking. He loves when Mei and Ming help him in the kitchen, although he personally ensures each dumpling is perfect before serving.

## A soothing presence

Having a teenage daughter means that Jin's dreams of tranquility are sometimes disrupted. When Mei poofs into a panda, however, his life is turned upside down! Jin does his best to bring order to the sudden chaos in his home.

### Did You Know?

Jin likes things to be calm and orderly, but he has always known Mei is different from him. He loves her just the same, of course!

**"Red is a lucky color."**

### Heart-to-heart

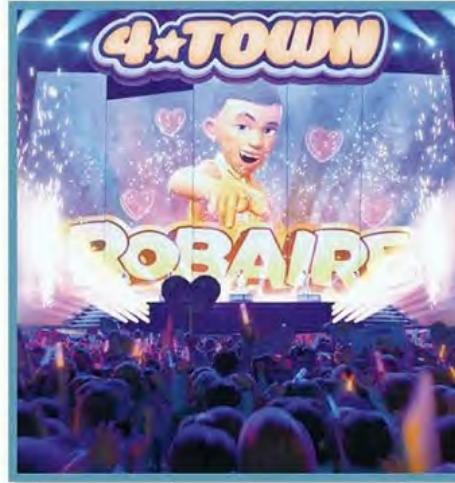
Feeling excited and emotional is part of teenage life, so Mei finds it hard to keep it all inside. Her dad lets her know that it's okay to be wild and out of control sometimes.



Socks and slides

# 4\*TOWN

FAIRY TALE BOY BAND 4\*TOWN are used to sold-out concerts and screaming fans, but these five superstars don't let fame go to their heads. They can't wait for their North American tour, especially the concert in Toronto—the hometown of lead singer Robaire.



## The concert

The Toronto concert is about to start. The stadium is packed full of fans, known as 4\*Townies, including Mei and her friends. It's going to be a night to remember!



## Boy band

The members of 4\*Town are best friends and they are loving their time in the limelight. They get to spend their days writing their own songs, jamming on their tour bus, and traveling the world.





# CAPTAIN BUZZ LIGHTYEAR

SKILLED SPACE RANGER Buzz Lightyear is living his dream—piloting a spaceship on an intergalactic mission. That is, until he crashes on an unknown planet and must fix his ship if he ever wants to get his team home. Determined Buzz will not give up until it's done!



## One last hope

Buzz and Alisha work hard to create a new hyperspeed crystal. They hope it will give their ship enough power to get everyone safely home.

State-of-the-art space suit

## Lost in space

Buzz is totally focused on fixing the ship, but his commander, Alisha Hawthorne, has something else on her mind. She tells Buzz they might need to find a way to live on this planet if returning home proves impossible.



## Did You Know?

It takes a whole year of scientific experimentation for Buzz and Alisha to create the hyperspeed crystal.

“I’m Buzz Lightyear. I’m always sure.”

Laser control button



## Test mission

Buzz sets off on a test flight to see if the crystal works. But when one of the ship's engines explodes, he must think fast if he wants to return safely.

# SOX

A ROBOTIC CAT, Sox is programmed to be the perfect support assistant to Buzz Lightyear. Sox provides Buzz with whatever he needs, from soothing sleep sounds to help with math calculations. Although Sox looks like a cute, cuddly pet, he is fully equipped with all the tools and gadgets a Space Ranger could wish for!



## Useful knowledge

Sox is programmed with advanced chemistry knowledge. He works with Buzz to figure out how to stabilize fuel crystals. If they can solve this problem, maybe they'll be able to get everyone home.



## Furry friend

Sox might be a machine, but he and Buzz develop a great friendship. There is nothing Sox won't do for Buzz.

Lightyear

**“I am Sox,  
your personal  
companion robot.”**

## Super sidekick

Sox tries to get Buzz to share his feelings. However, Buzz isn't particularly eager to get emotional with the cat—he's far too focused on the mission.



## Did You Know?

Sox was given to Buzz as a gift from Alisha. She hoped Sox would help Buzz relax more.

# ALISHA HAWTHORNE

LITTLES

ALISHA HAWTHORNE is a fearless and respected Space Ranger. She is Buzz's best friend, and also his commander. Alisha is calm and quick-thinking, and prides herself on being able to solve any problem. That's how she became commander, after all.



## Mission goals

Alisha is proud to be a Space Ranger. She and Buzz use all their skills to plan and prepare for the test mission. Buzz will be flying it alone, but Alisha promises to be with him every step of the way.

Star Command uniform

## Optimistic

Since the crash, Alisha has built up a fully-functioning Star Command on the faraway planet. It's almost time for Buzz's test mission to see if a return home will be possible. Alisha hopes it works!

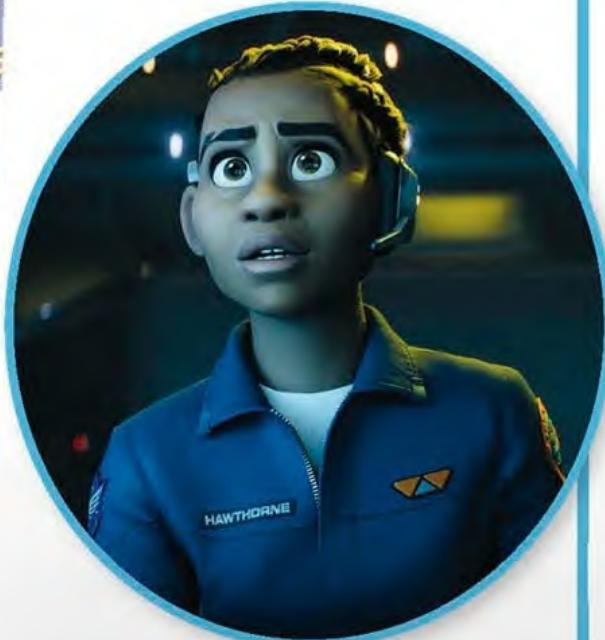


## Did You Know?

Alisha wants to get home, but she accepts that building a new life on this new planet might not be so bad.

“Finish the mission, Buzz. That's what we do.”

Star Command symbol on belt



## Mission control

Alisha leads the mission control team for Buzz's test flight. They will find out if the hyperspeed crystal works. She tells Buzz to be back in four minutes. “That's an order,” she says.

# ZURG



ZURG IS A MYSTERIOUS figure whose ship appeared one day above the planet's surface. He sends his robot soldiers to patrol the planet below, remaining alone on his ship, watching and waiting for one thing—Buzz Lightyear.



Lightyear



## Time to act

When Zurg first spots Buzz, he recognizes him instantly. Zurg leaves his ship and heads down toward the planet. He won't let this opportunity slip through his fingers.

## Robot army

Zurg's army of Zyclops robots are fierce and relentless. They will obey Zurg's commands without hesitation.



Armor worn from many years in space

## Did You Know?

Zurg is after Buzz, but the Space Ranger has no idea why ...

“Buzz ...  
come with me.”



# IZZY HAWTHORNE

SHARP, DECISIVE, AND enthusiastic, Izzy is the leader of the Junior Zap Patrol. She dreams of being a Space Ranger like her grandmother, Alisha. Izzy believes in the Junior Zap Patrol and works hard to train and encourage her team.

## Time to shine

Izzy is eager to prove her skills and lead her team on a truly important mission. When she meets Buzz, she realizes that now is the time to show everyone exactly what the Junior Zap Patrol can do!



## Inspiration

Izzy has grown up wanting to be just like her grandmother, the legendary Space Ranger, Commander Alisha Hawthorne. Izzy has even read all of Alisha's books from cover to cover.



## Fear of space

Izzy has a problem ... she's afraid of outer space! She hopes this teeny, tiny issue won't ruin her dreams of becoming a Space Ranger!



**“Fear not!  
The Junior Patrol  
has your back!”**

## Did You Know?

Izzy and her Junior Patrol team have been working on a new mission, codenamed Operation Surprise Party.

# JUNIOR ZAP PATROL



JUNIOR ZAP PATROL is a team of amateur cadets who train together on the weekends. They are tasked with protecting everyone from the planet's native giant bugs and vines. They are certainly not expecting to find themselves on a real-life outer-space rescue mission!

## Maurice "Mo" Morrison

Mo is a keen Zap Patrol member, but he has a habit of watching and waiting instead of doing. Will the Zap Patrol's new mission spur him into action?



## Did You Know?

Darby didn't sign up for Junior Zap Patrol—she was forced to join as part of the conditions of her prison parole.



## Darby Steel

Darby likes to make things go "Boom!" She has the useful ability to turn any three objects into an item that can explode!

## Planet protectors

The Junior Zap Patrol might not be fully trained yet, but they are enthusiastic about stopping Zurg and his robot army.



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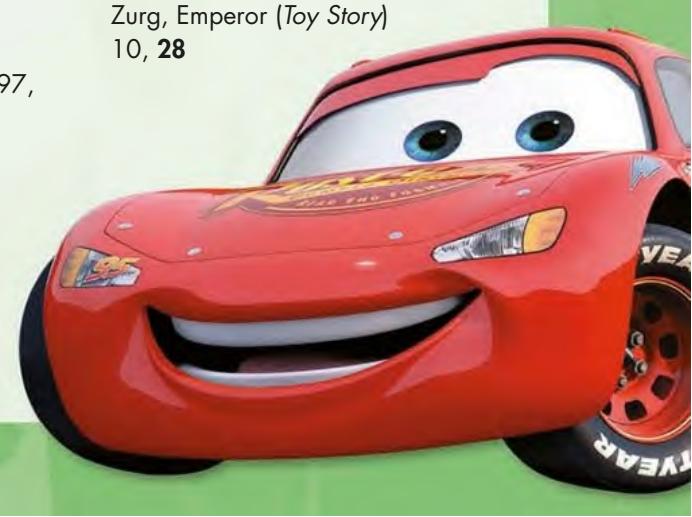
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